

Aegviidu jaama valgustus

Preface

Notes on planning:

The energy consumption quantities do not take into account light scenes and their dimming levels.

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Product data sheets

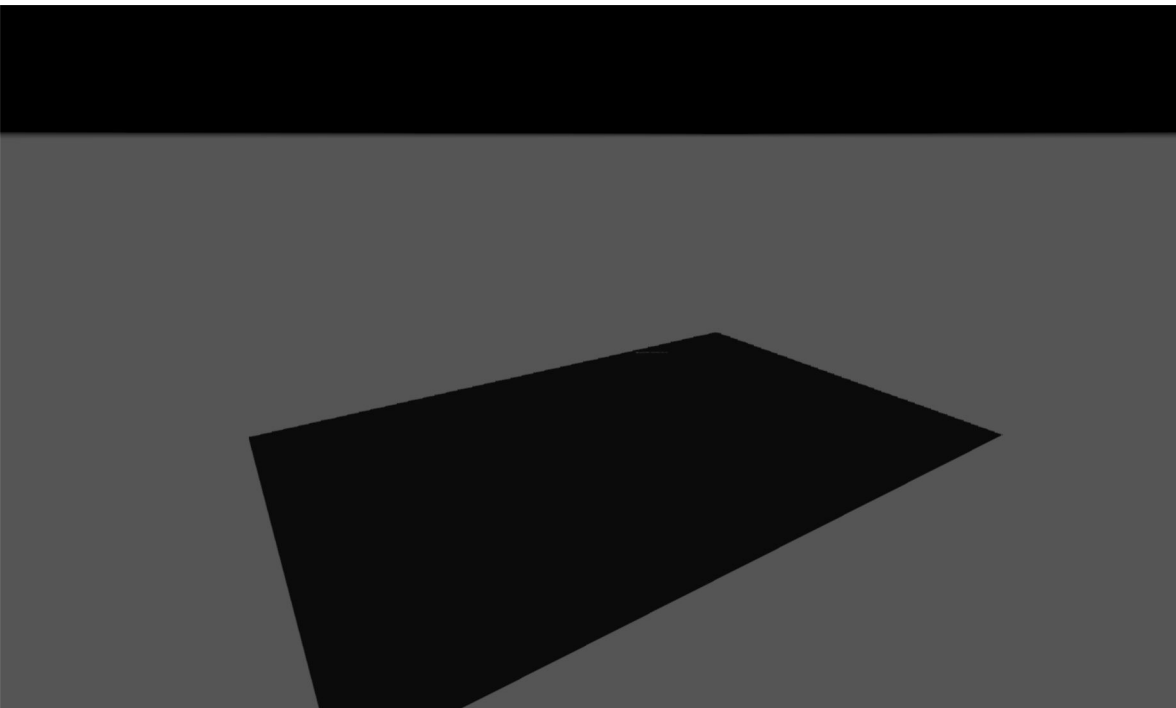
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Description

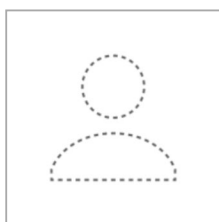
Luminaire list

Φ_{total} 354458 lm	P_{total} 2753.0 W	Luminous efficacy 128.8 lm/W
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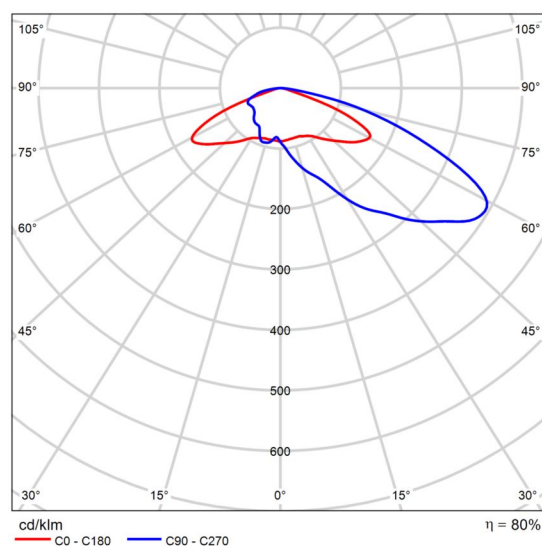
pcs.	Manufacturer	Article No.	Article name	P	Φ	Luminous efficacy
15	Not yet a DIALux member	TAKTON Street Luminaire	DKS675 LED139 107W 840 I AST4D	107.0 W	13958 lm	130.5 lm/W
6	Not yet a DIALux member	TAKTON Street Luminaire	DKS850 18500LM 148W B 840 AST4	148.0 W	18462 lm	124.7 lm/W
1	Not yet a DIALux member	TAKTON Street Luminaire	DKS850 34300LM 260W C 840 AST4	260.0 W	34316 lm	132.0 lm/W

Product data sheet

Not yet a DIALux member - DKS675 LED139 107W 840 I AST4D



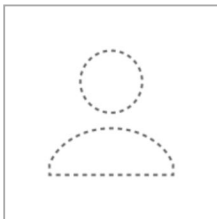
Article No.	TAKTON Street Luminaire
P	107.0 W
Φ_{Lamp}	17450 lm
$\Phi_{\text{Luminaire}}$	13958 lm
η	79.99 %
Luminous efficacy	130.5 lm/W
CCT	4000 K
CRI	80



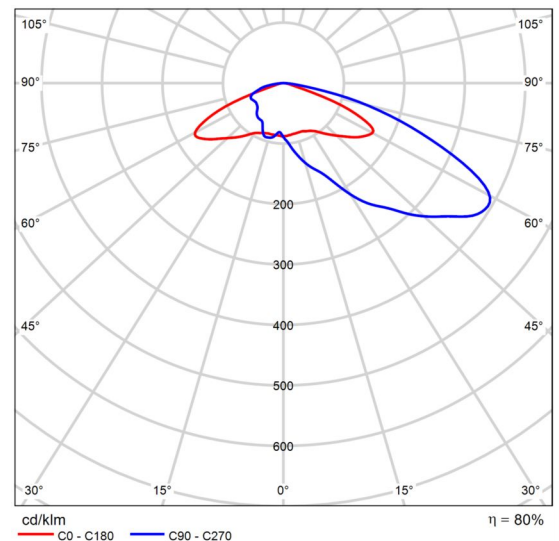
Polar LDC

Product data sheet

Not yet a DIALux member - DKS850 18500LM 148W B 840 AST4



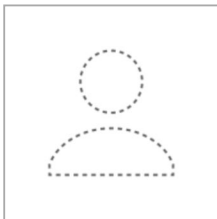
Article No.	TAKTON Street Luminaire
P	148.0 W
Φ_{Lamp}	23080 lm
$\Phi_{\text{Luminaire}}$	18462 lm
η	79.99 %
Luminous efficacy	124.7 lm/W
CCT	4000 K
CRI	80



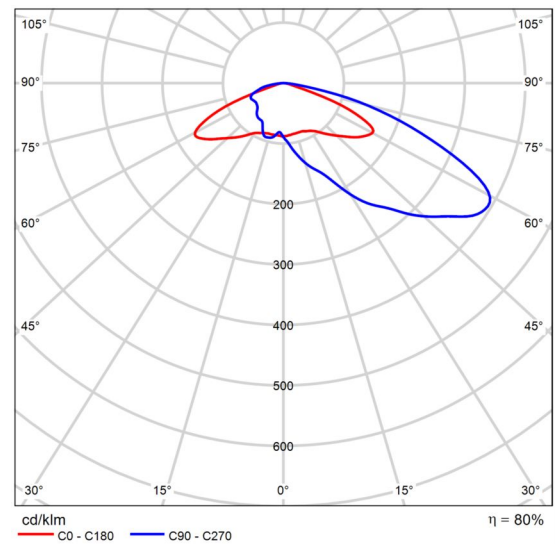
Polar LDC

Product data sheet

Not yet a DIALux member - DKS850 34300LM 260W C 840 AST4



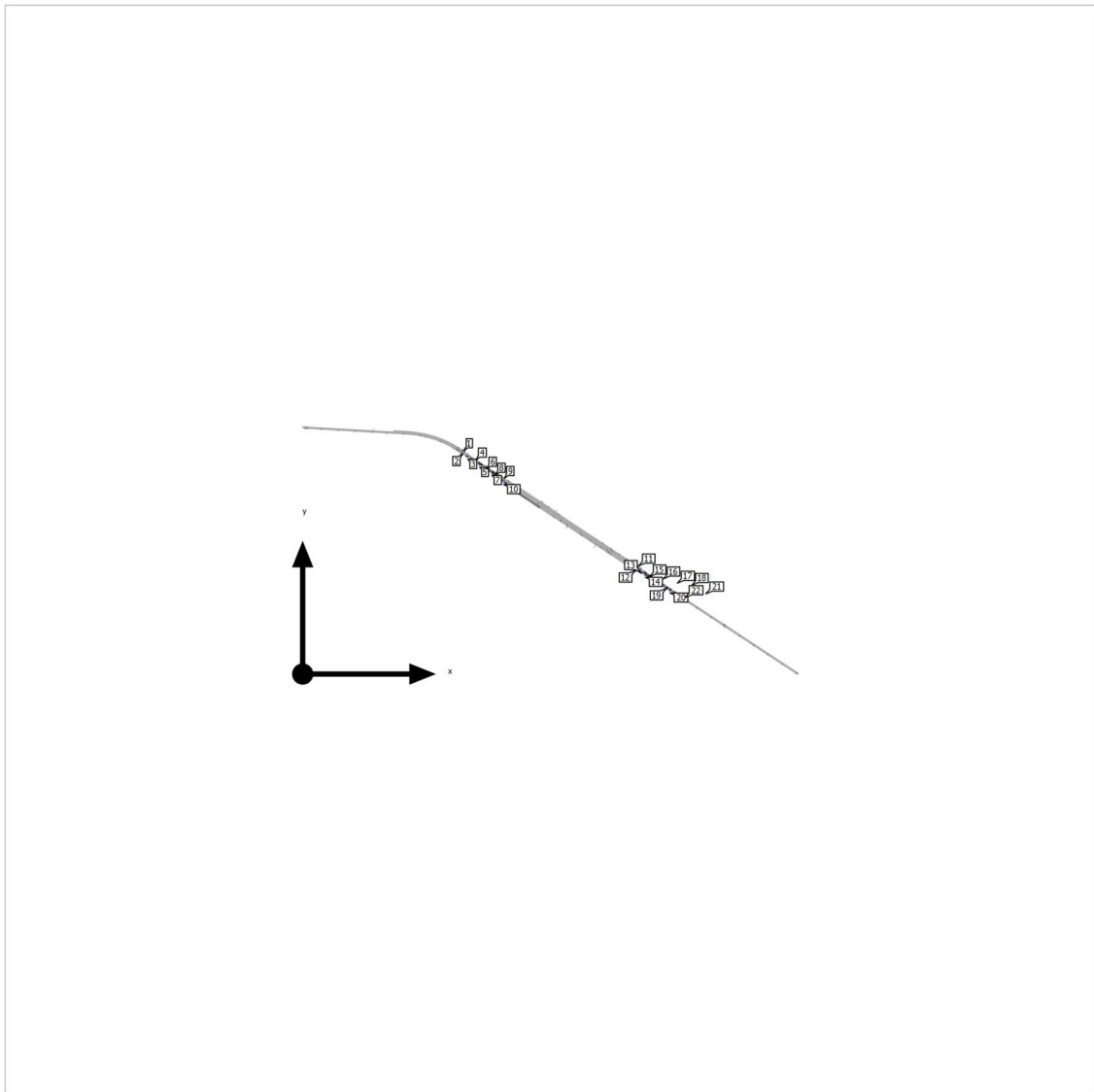
Article No.	TAKTON Street Luminaire
P	260.0 W
Φ_{Lamp}	42900 lm
$\Phi_{\text{Luminaire}}$	34316 lm
η	79.99 %
Luminous efficacy	132.0 lm/W
CCT	4000 K
CRI	80



Polar LDC

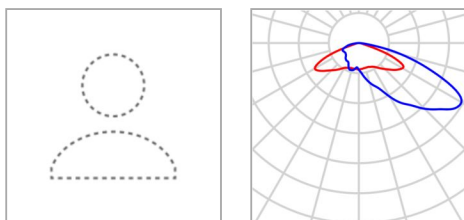
Site 1

Luminaire layout plan



Site 1

Luminaire layout plan



Manufacturer	Not yet a DIALux member	P	107.0 W
Article No.	TAKTON Street Luminaire	$\Phi_{\text{Luminaire}}$	13958 lm
Article name	DKS675 LED139 107W 840 I AST4D		
Fitting	1x LED		

Individual luminaires

X	Y	Mounting height	Luminaire
953.201 m	1309.722 m	8.000 m	1
941.719 m	1290.429 m	8.000 m	2
970.138 m	1273.277 m	6.000 m	3
1039.966 m	1227.279 m	6.000 m	5
1111.911 m	1179.814 m	6.000 m	7
1181.280 m	1125.968 m	6.000 m	10
1974.571 m	631.503 m	6.000 m	11
1956.722 m	606.310 m	6.000 m	12

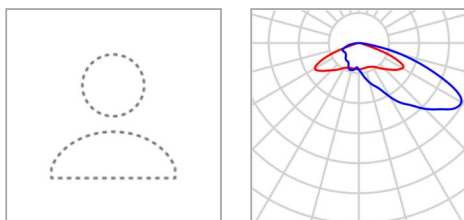
Site 1

Luminaire layout plan

X	Y	Mounting height	Luminaire
1988.150 m	592.750 m	6.000 m	13
2038.467 m	567.511 m	6.000 m	15
2095.452 m	530.302 m	6.000 m	17
2115.194 m	517.273 m	6.000 m	18
2139.383 m	501.303 m	6.000 m	19
2158.939 m	488.560 m	6.000 m	20
2224.939 m	445.025 m	6.000 m	22

Site 1

Luminaire layout plan



Manufacturer	Not yet a DIALux member	P	148.0 W
Article No.	TAKTON Street Luminaire	$\Phi_{\text{Luminaire}}$	18462 lm
Article name	DKS850 18500LM 148W B 840 AST4		
Fitting	1x LED 4x2x8 840 760mA		

Individual luminaires

X	Y	Mounting height	Luminaire
999.171 m	1254.493 m	6.000 m	4
1081.071 m	1200.181 m	6.000 m	6
1133.152 m	1164.912 m	6.000 m	8
2013.254 m	581.240 m	6.000 m	14
2058.958 m	555.109 m	6.000 m	16
2191.867 m	466.869 m	6.000 m	21

Site 1

Luminaire layout plan



Manufacturer	Not yet a DIALux member	P	260.0 W
Article No.	TAKTON Street Luminaire	$\Phi_{\text{Luminaire}}$	34316 lm
Article name	DKS850 34300LM 260W C 840 AST4		
Fitting	1x LED 6x2x10 840 700mA		

Individual luminaires

X	Y	Mounting height	Luminaire
1157.904 m	1145.769 m	6.000 m	9

Site 1

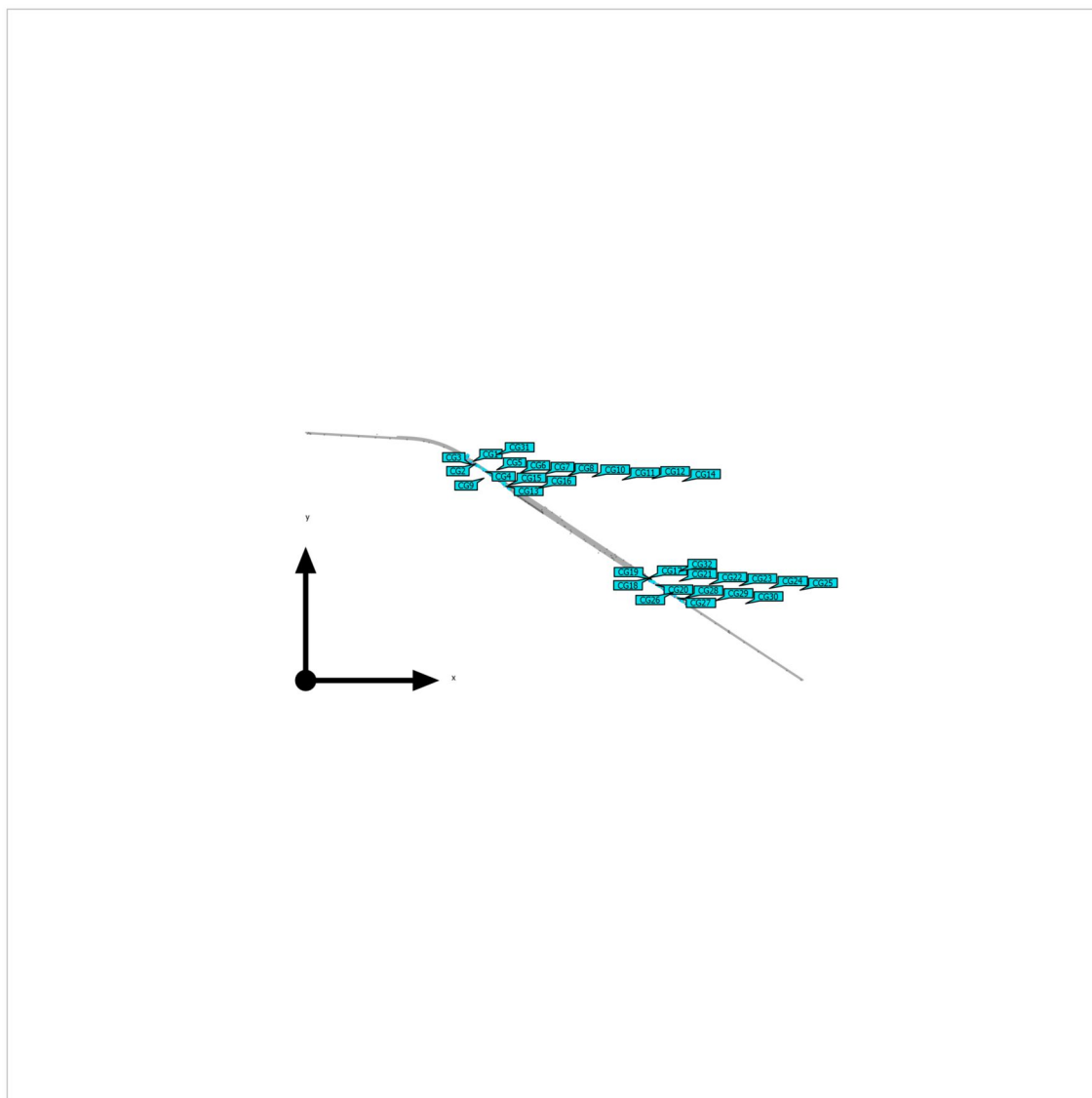
Luminaire list

Φ_{total} 354458 lm	P_{total} 2753.0 W	Luminous efficacy 128.8 lm/W
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pcs.	Manufacturer	Article No.	Article name	P	Φ	Luminous efficacy
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6	Not yet a DIALux member	TAKTON Street Luminaire	DKS850 18500LM 148W B 840 AST4	148.0 W	18462 lm	124.7 lm/W
1	Not yet a DIALux member	TAKTON Street Luminaire	DKS850 34300LM 260W C 840 AST4	260.0 W	34316 lm	132.0 lm/W

Site 1 (Light scene 1)

Calculation objects



Site 1 (Light scene 1)

Calculation objects

Calculation surfaces

Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Perpendicular illuminance Height: 0.000 m	24.5 lx	6.49 lx	49.2 lx	0.26	0.13	CG1
Calculation surface 2 Perpendicular illuminance Height: 0.000 m	14.2 lx	2.70 lx	34.5 lx	0.19	0.078	CG2
Calculation surface 3 Perpendicular illuminance Height: 0.000 m	14.1 lx	3.92 lx	35.7 lx	0.28	0.11	CG3
Calculation surface 4 Perpendicular illuminance Height: 0.000 m	17.1 lx	7.18 lx	34.6 lx	0.42	0.21	CG4
Calculation surface 5 Perpendicular illuminance Height: 0.000 m	15.6 lx	6.17 lx	30.6 lx	0.40	0.20	CG5
Calculation surface 6 Perpendicular illuminance Height: 0.000 m	14.7 lx	3.50 lx	36.6 lx	0.24	0.096	CG6
Calculation surface 7 Perpendicular illuminance Height: 0.000 m	25.5 lx	11.5 lx	45.6 lx	0.45	0.25	CG7
Calculation surface 8 Perpendicular illuminance Height: 0.000 m	12.5 lx	2.33 lx	29.8 lx	0.19	0.078	CG8
Calculation surface 9 Perpendicular illuminance Height: 0.000 m	31.8 lx	13.9 lx	52.6 lx	0.44	0.26	CG9
Calculation surface 10 Perpendicular illuminance Height: 0.000 m	23.3 lx	13.0 lx	38.2 lx	0.56	0.34	CG10
Calculation surface 11 Perpendicular illuminance Height: 0.000 m	36.7 lx	16.5 lx	53.3 lx	0.45	0.31	CG11

Site 1 (Light scene 1)

Calculation objects

Calculation surface 12 Perpendicular illuminance Height: 0.000 m	12.4 lx	8.07 lx	18.6 lx	0.65	0.43	CG12
Calculation surface 13 Perpendicular illuminance Height: 0.000 m	68.0 lx	21.9 lx	128 lx	0.32	0.17	CG13
Calculation surface 14 Perpendicular illuminance Height: 0.000 m	10.9 lx	6.96 lx	16.0 lx	0.64	0.44	CG14
Calculation surface 15 Perpendicular illuminance Height: 0.000 m	27.0 lx	8.91 lx	60.8 lx	0.33	0.15	CG15
Calculation surface 16 Perpendicular illuminance Height: 0.000 m	15.2 lx	3.87 lx	36.6 lx	0.25	0.11	CG16
Calculation surface 17 Perpendicular illuminance Height: 0.000 m	43.9 lx	30.4 lx	53.5 lx	0.69	0.57	CG17
Calculation surface 18 Perpendicular illuminance Height: 0.000 m	11.8 lx	5.53 lx	23.7 lx	0.47	0.23	CG18
Calculation surface 19 Perpendicular illuminance Height: 0.000 m	58.1 lx	31.1 lx	71.6 lx	0.54	0.43	CG19
Calculation surface 20 Perpendicular illuminance Height: 0.000 m	18.6 lx	6.82 lx	43.2 lx	0.37	0.16	CG20
Calculation surface 21 Perpendicular illuminance Height: 0.000 m	18.6 lx	10.0 lx	32.5 lx	0.54	0.31	CG21
Calculation surface 22 Perpendicular illuminance Height: 0.000 m	57.0 lx	26.3 lx	72.3 lx	0.46	0.36	CG22
Calculation surface 23 Perpendicular illuminance Height: 0.000 m	12.0 lx	2.40 lx	27.9 lx	0.20	0.086	CG23

Site 1 (Light scene 1)

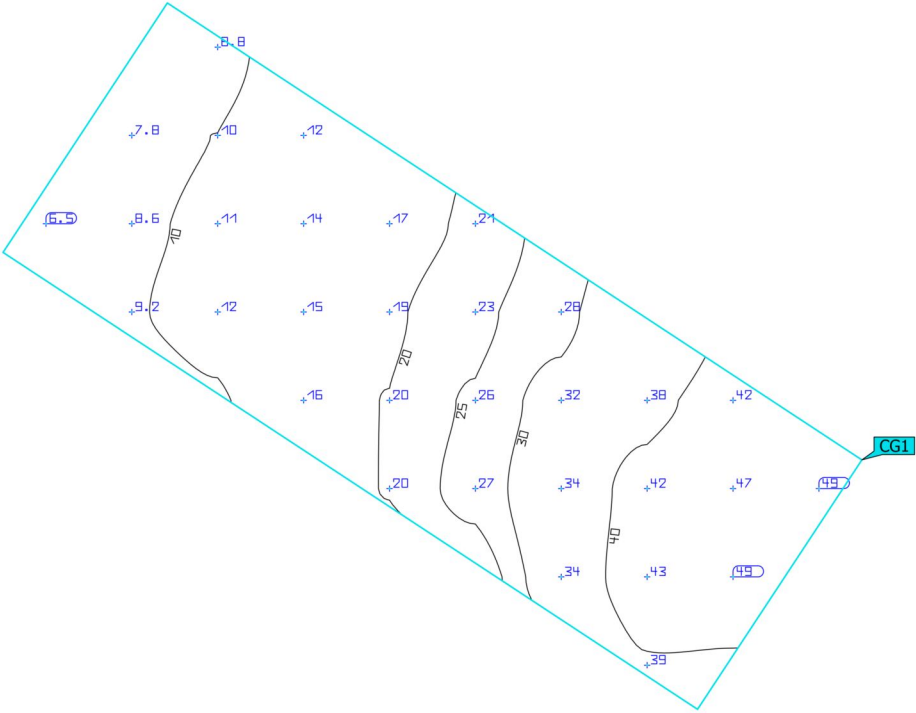
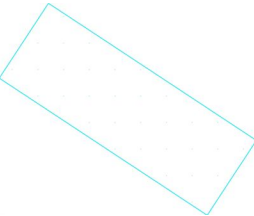
Calculation objects

Calculation surface 24 Perpendicular illuminance Height: 0.000 m	43.5 lx	29.4 lx	54.1 lx	0.68	0.54	CG24
Calculation surface 25 Perpendicular illuminance Height: 0.000 m	27.8 lx	16.4 lx	44.9 lx	0.59	0.37	CG25
Calculation surface 26 Perpendicular illuminance Height: 0.000 m	23.8 lx	15.7 lx	34.3 lx	0.66	0.46	CG26
Calculation surface 27 Perpendicular illuminance Height: 0.000 m	24.1 lx	16.0 lx	34.1 lx	0.66	0.47	CG27
Calculation surface 28 Perpendicular illuminance Height: 0.000 m	13.1 lx	3.18 lx	32.5 lx	0.24	0.098	CG28
Calculation surface 29 Perpendicular illuminance Height: 0.000 m	13.1 lx	2.39 lx	31.2 lx	0.18	0.077	CG29
Calculation surface 30 Perpendicular illuminance Height: 0.000 m	41.2 lx	21.8 lx	54.0 lx	0.53	0.40	CG30
Calculation surface 33 Perpendicular illuminance Height: 0.000 m	22.0 lx	11.9 lx	31.5 lx	0.54	0.38	CG31
Calculation surface 34 Perpendicular illuminance Height: 0.000 m	25.4 lx	9.32 lx	51.5 lx	0.37	0.18	CG32

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 1

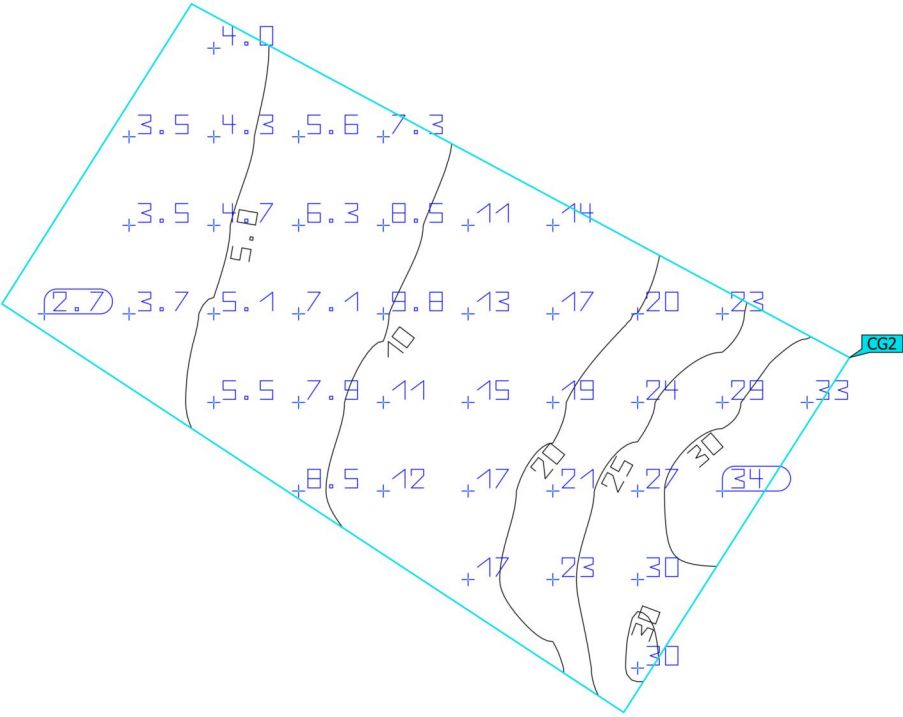
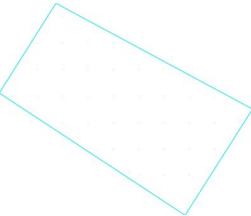


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Perpendicular illuminance Height: 0.000 m	24.5 lx	6.49 lx	49.2 lx	0.26	0.13	CG1

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 2

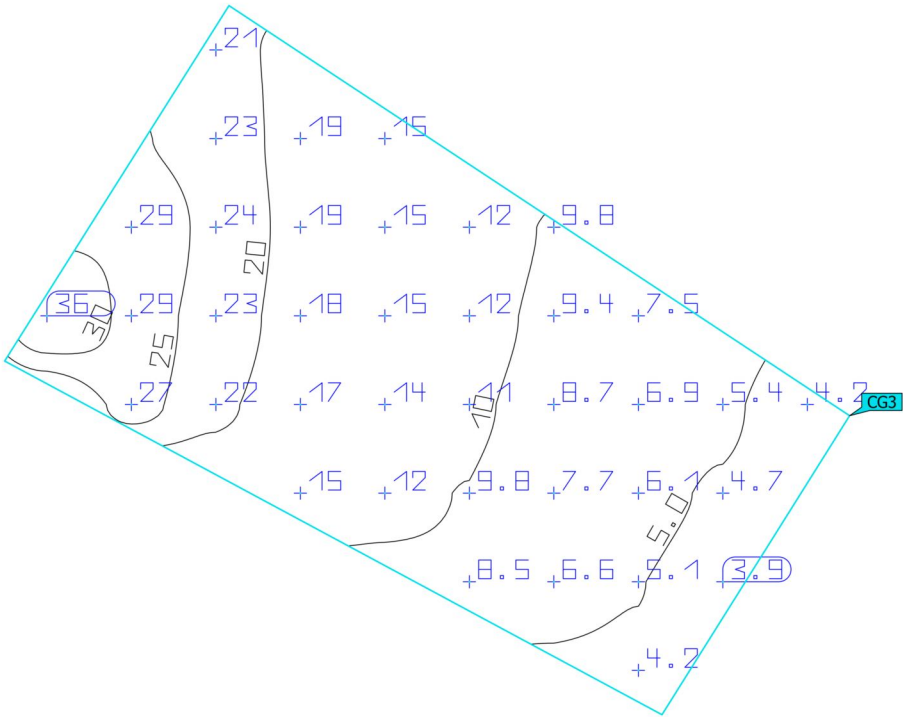
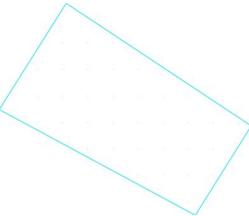


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 2 Perpendicular illuminance Height: 0.000 m	14.2 lx	2.70 lx	34.5 lx	0.19	0.078	CG2

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 3

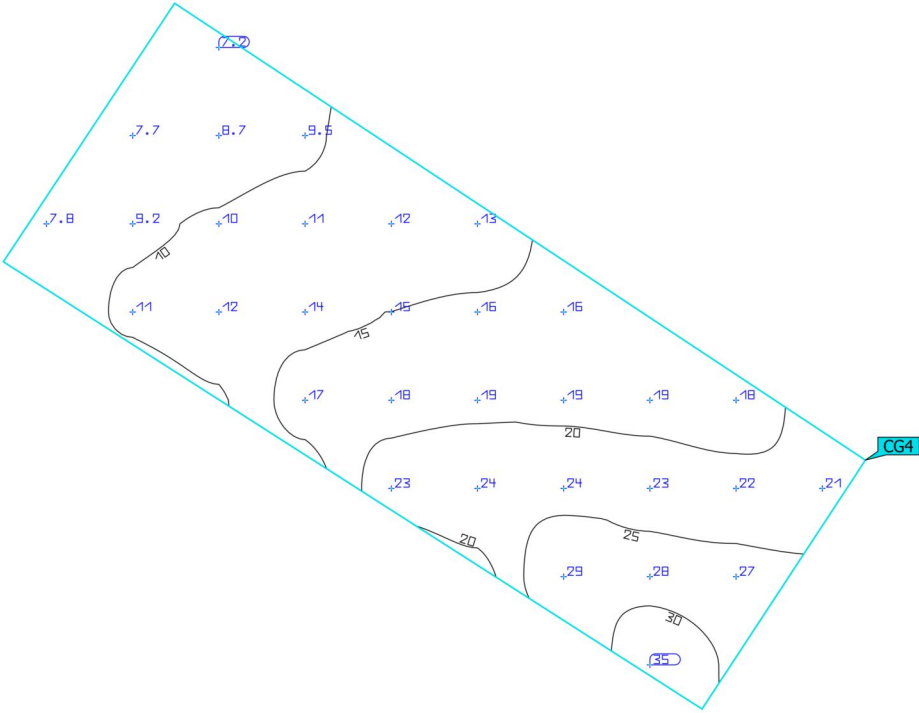
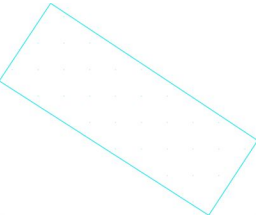


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 3 Perpendicular illuminance Height: 0.000 m	14.1 lx	3.92 lx	35.7 lx	0.28	0.11	CG3

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 4

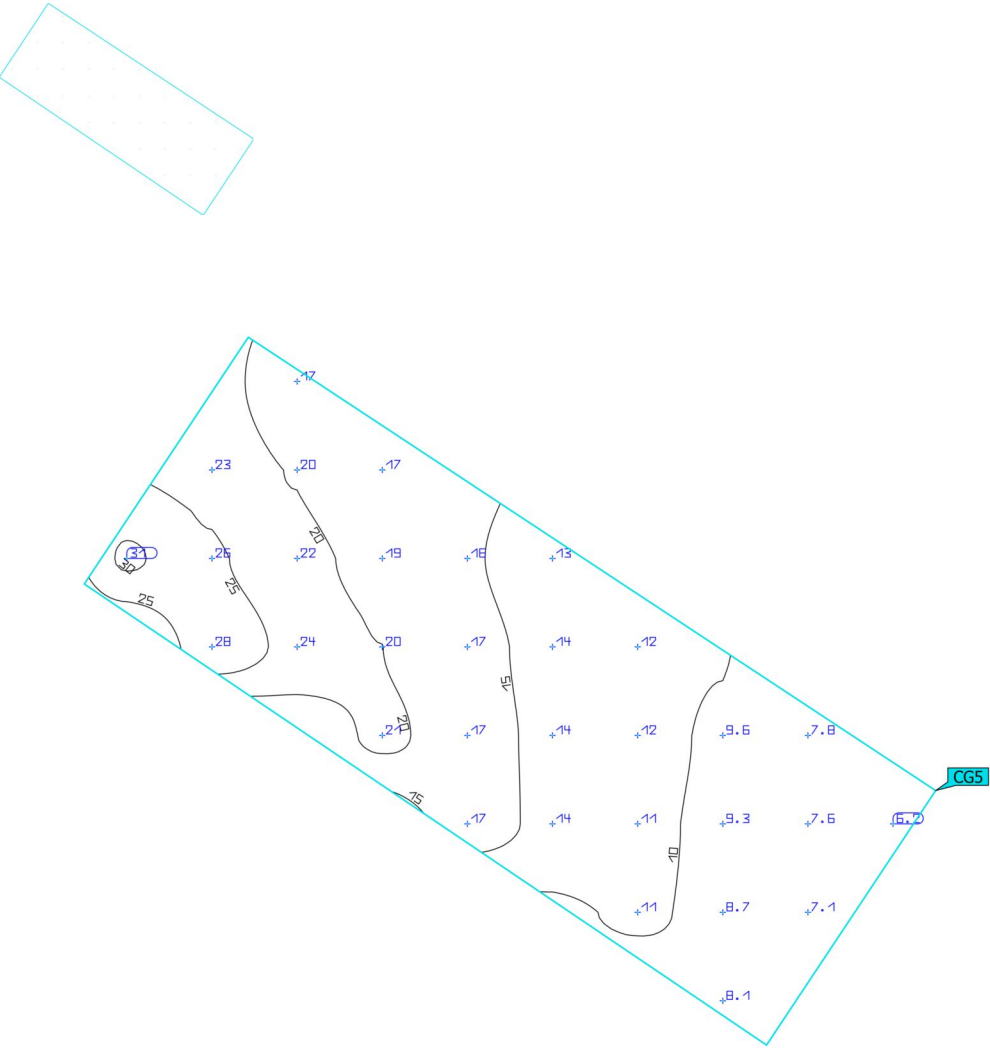


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 4 Perpendicular illuminance Height: 0.000 m	17.1 lx	7.18 lx	34.6 lx	0.42	0.21	CG4

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 5

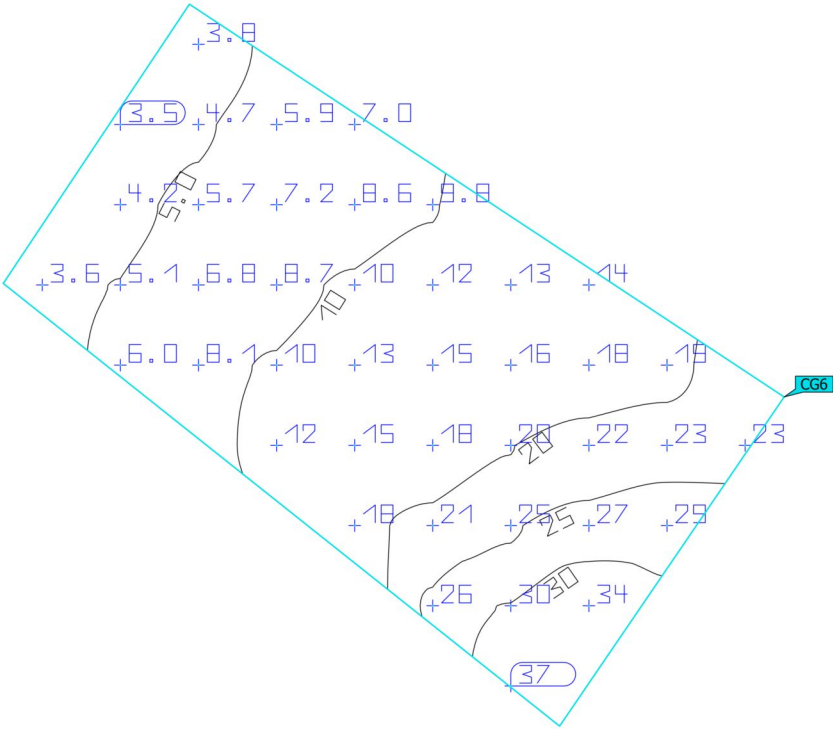
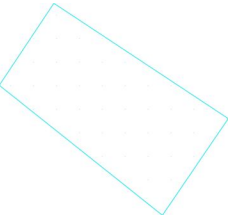


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 5 Perpendicular illuminance Height: 0.000 m	15.6 lx	6.17 lx	30.6 lx	0.40	0.20	CG5

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 6

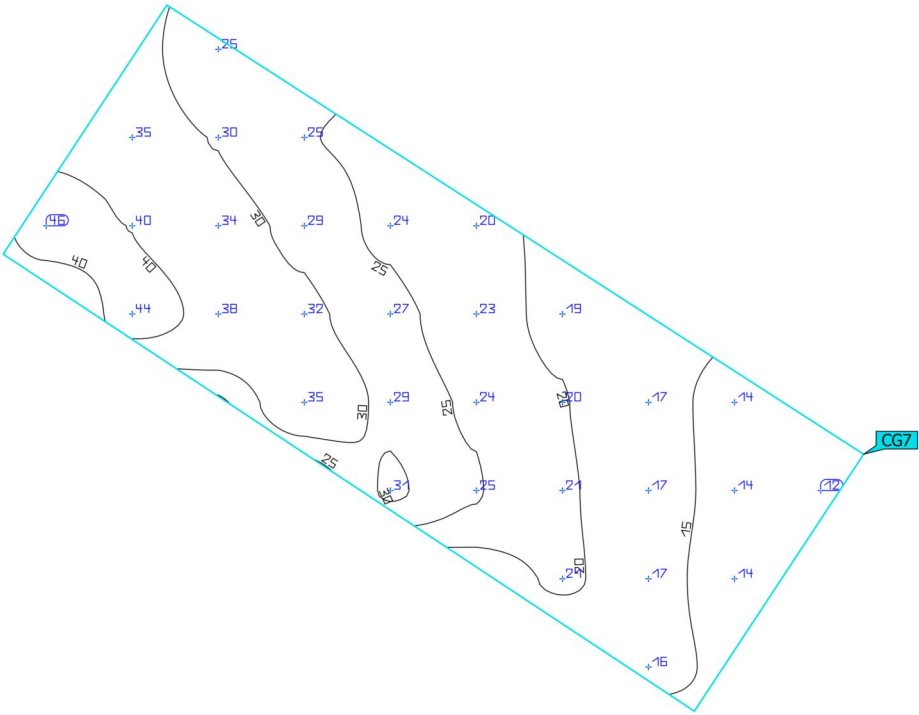
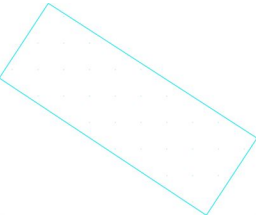


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 6 Perpendicular illuminance Height: 0.000 m	14.7 lx	3.50 lx	36.6 lx	0.24	0.096	CG6

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 7

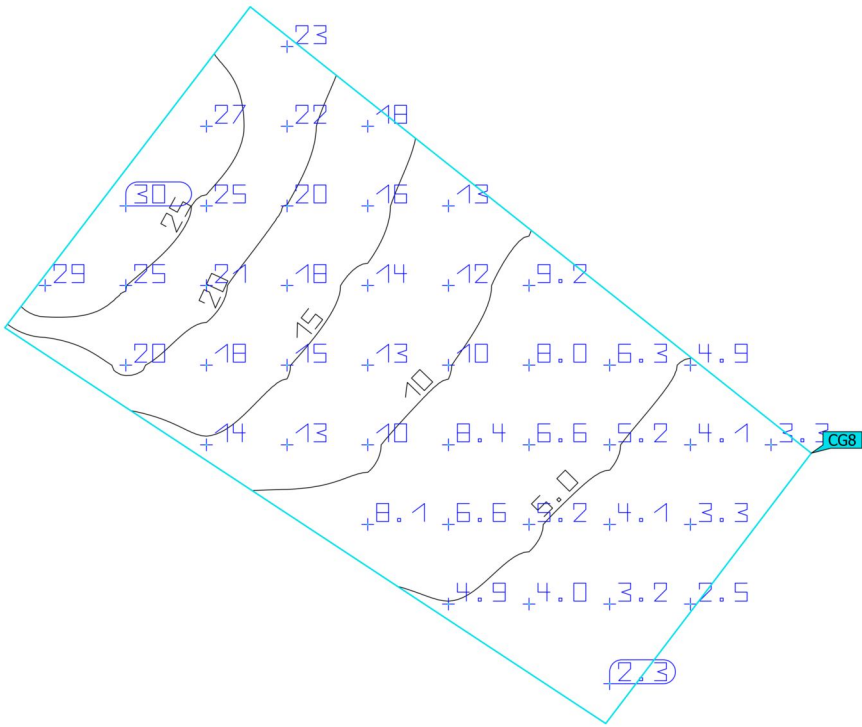
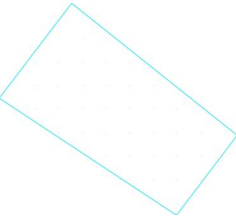


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 7 Perpendicular illuminance Height: 0.000 m	25.5 lx	11.5 lx	45.6 lx	0.45	0.25	CG7

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 8

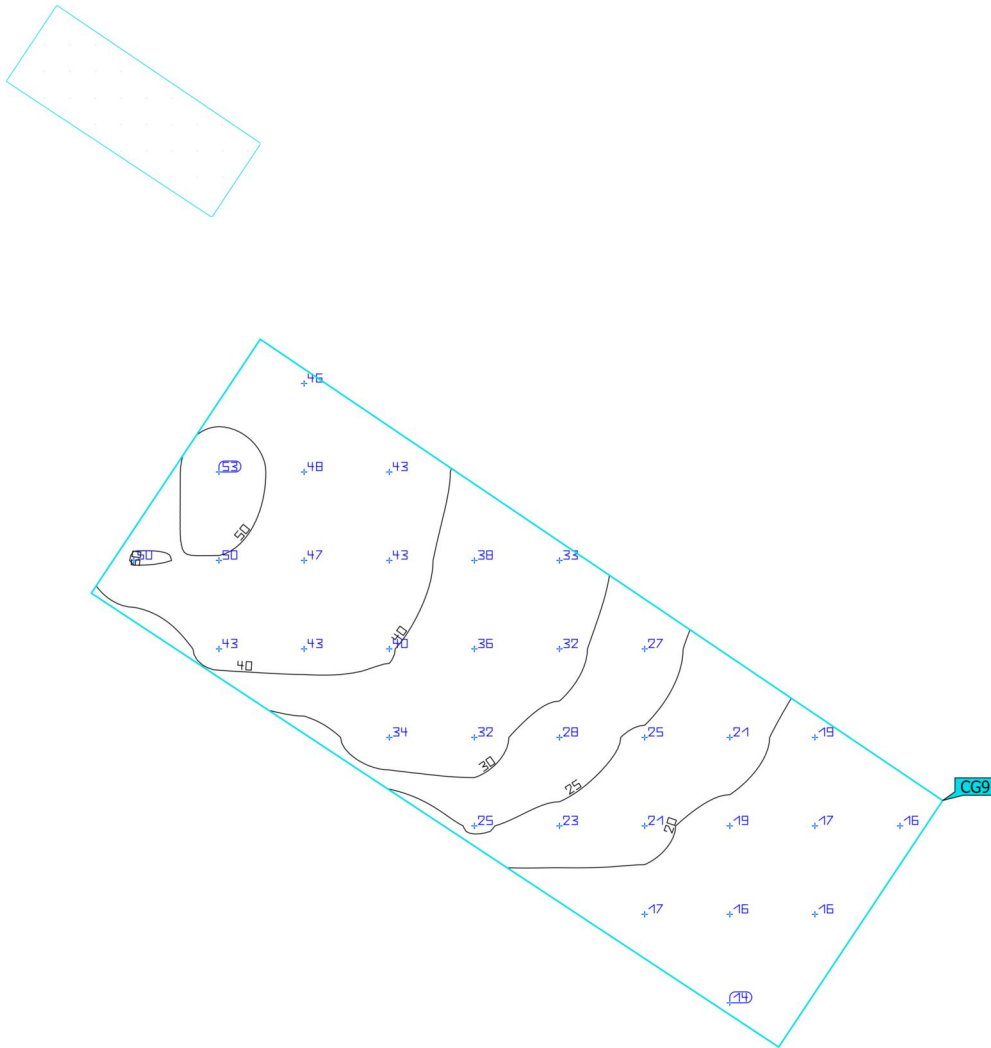


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 8 Perpendicular illuminance Height: 0.000 m	12.5 lx	2.33 lx	29.8 lx	0.19	0.078	CG8

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 9

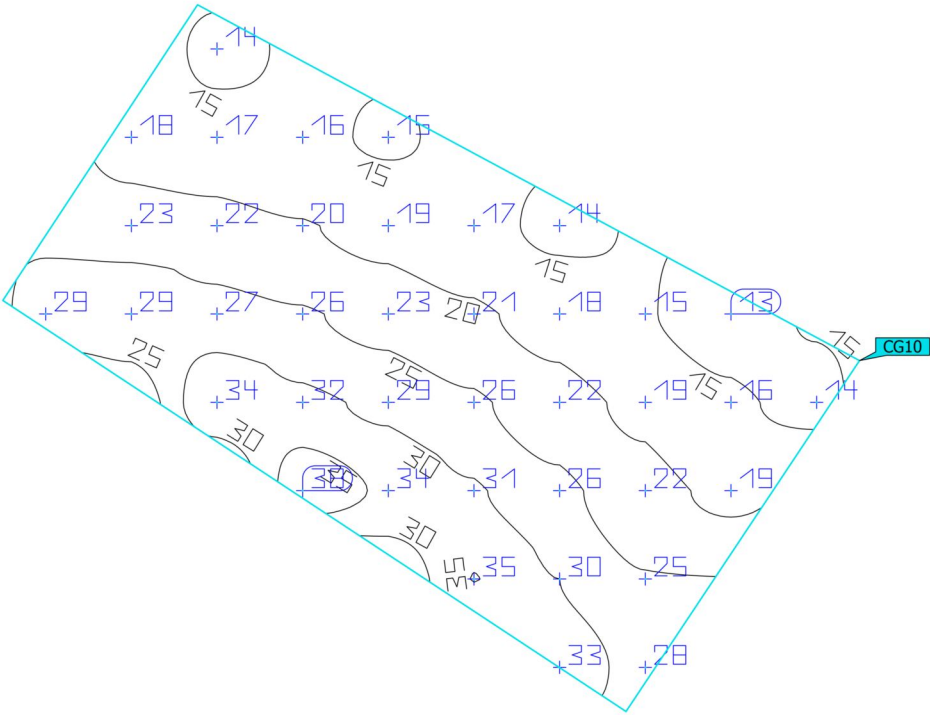
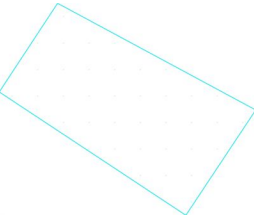


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 9 Perpendicular illuminance Height: 0.000 m	31.8 lx	13.9 lx	52.6 lx	0.44	0.26	CG9

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 10

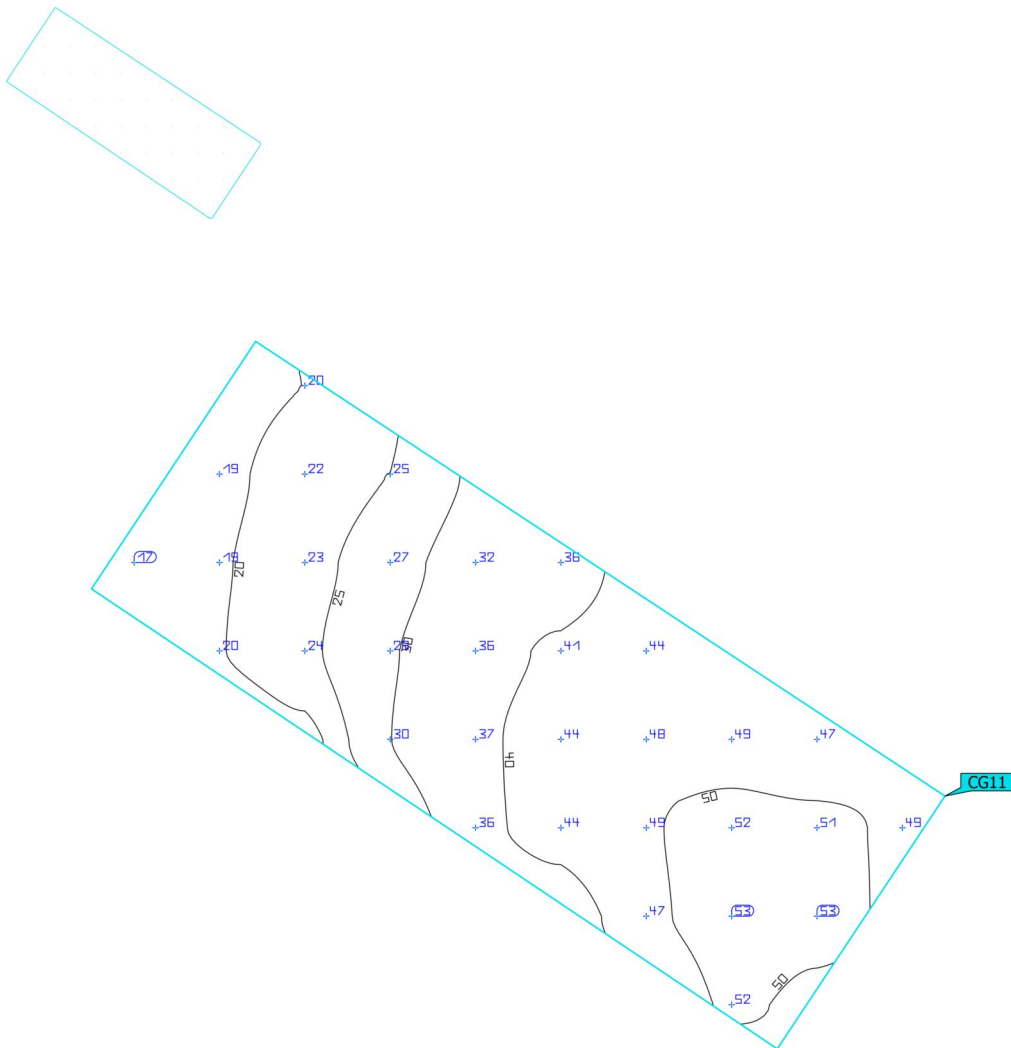


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 10 Perpendicular illuminance Height: 0.000 m	23.3 lx	13.0 lx	38.2 lx	0.56	0.34	CG10

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 11

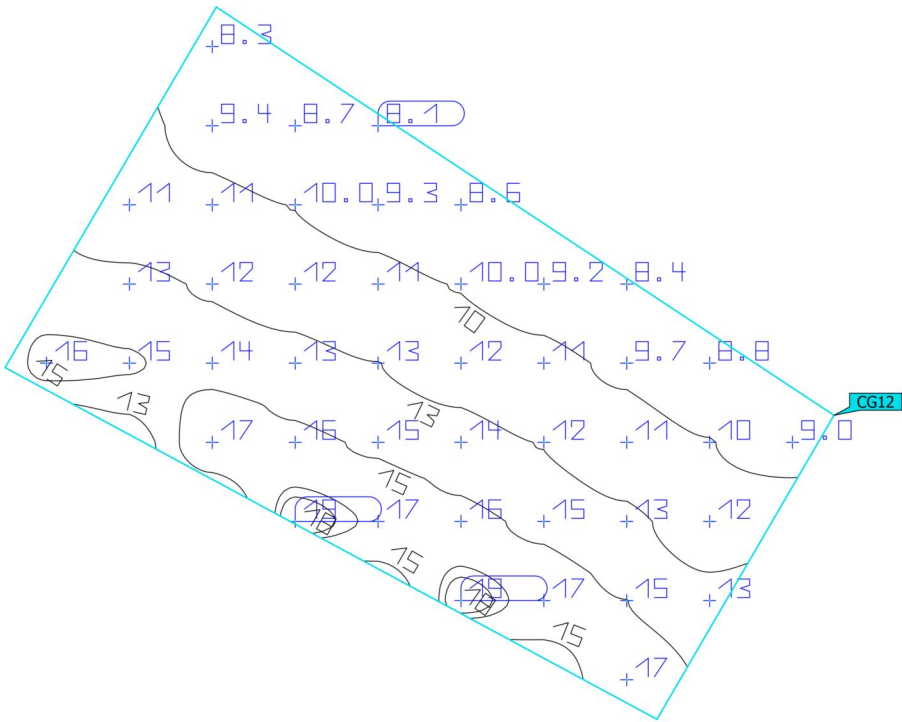
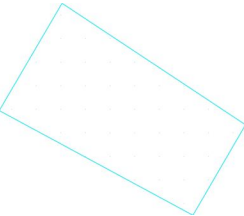


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 11 Perpendicular illuminance Height: 0.000 m	36.7 lx	16.5 lx	53.3 lx	0.45	0.31	CG11

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 12

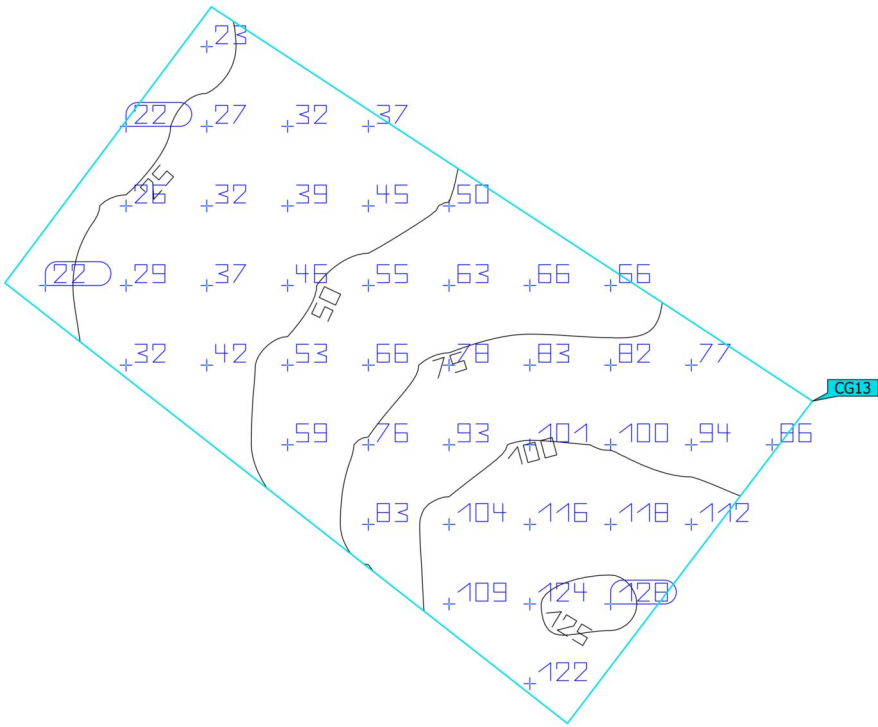
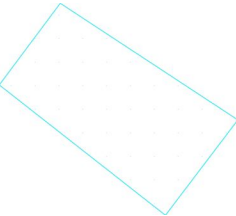


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 12 Perpendicular illuminance Height: 0.000 m	12.4 lx	8.07 lx	18.6 lx	0.65	0.43	CG12

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 13

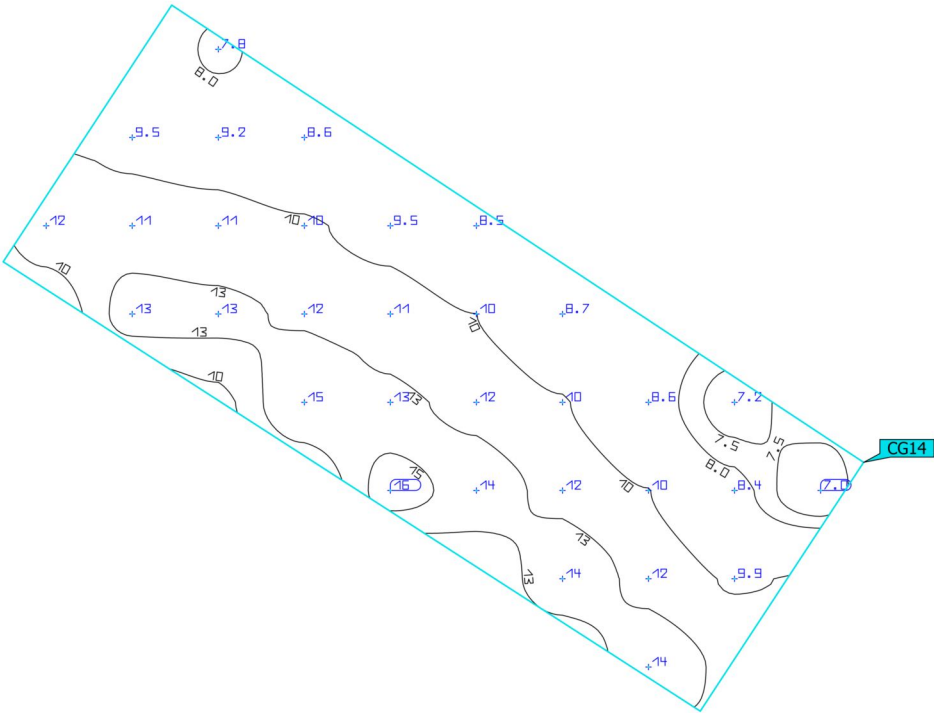
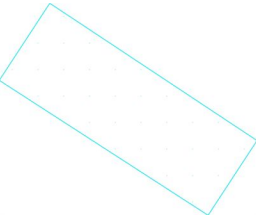


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 13 Perpendicular illuminance Height: 0.000 m	68.0 lx	21.9 lx	128 lx	0.32	0.17	CG13

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 14

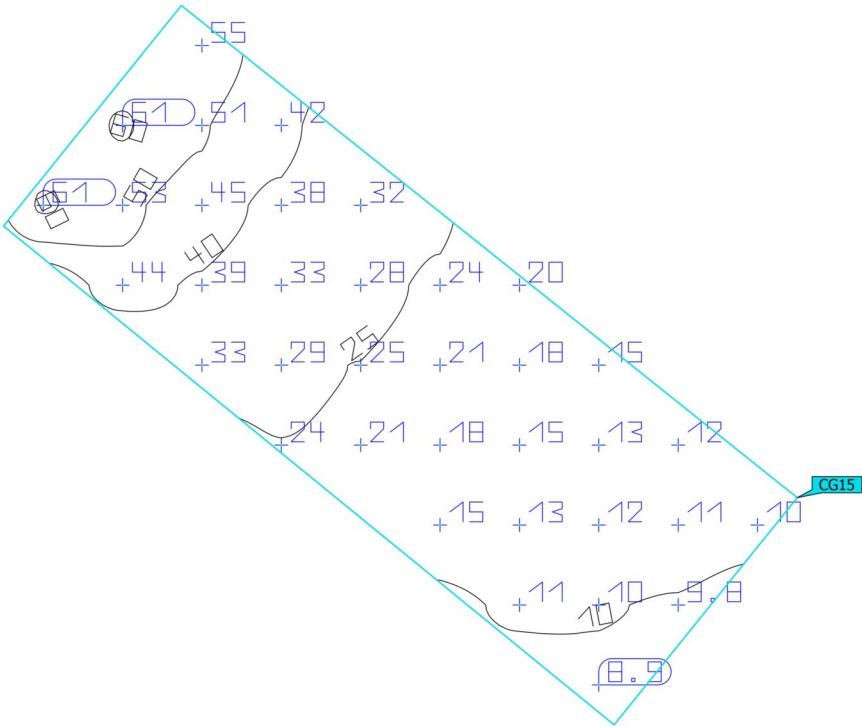
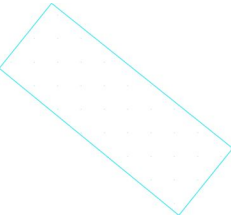


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 14 Perpendicular illuminance Height: 0.000 m	10.9 lx	6.96 lx	16.0 lx	0.64	0.44	CG14

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 15

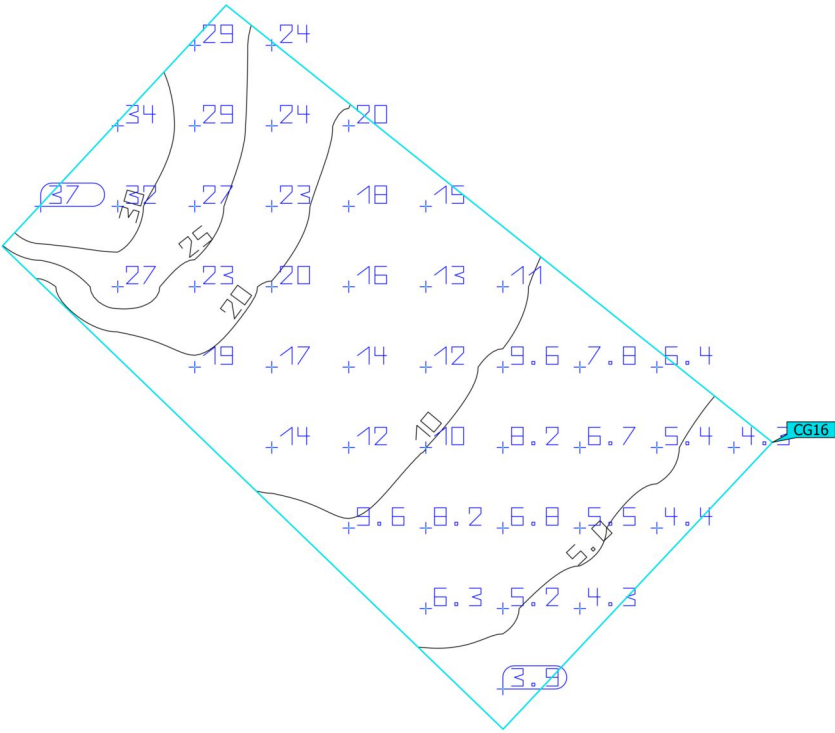
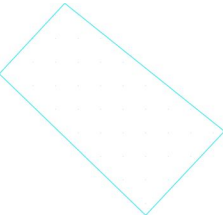


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 15 Perpendicular illuminance Height: 0.000 m	27.0 lx	8.91 lx	60.8 lx	0.33	0.15	CG15

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 16

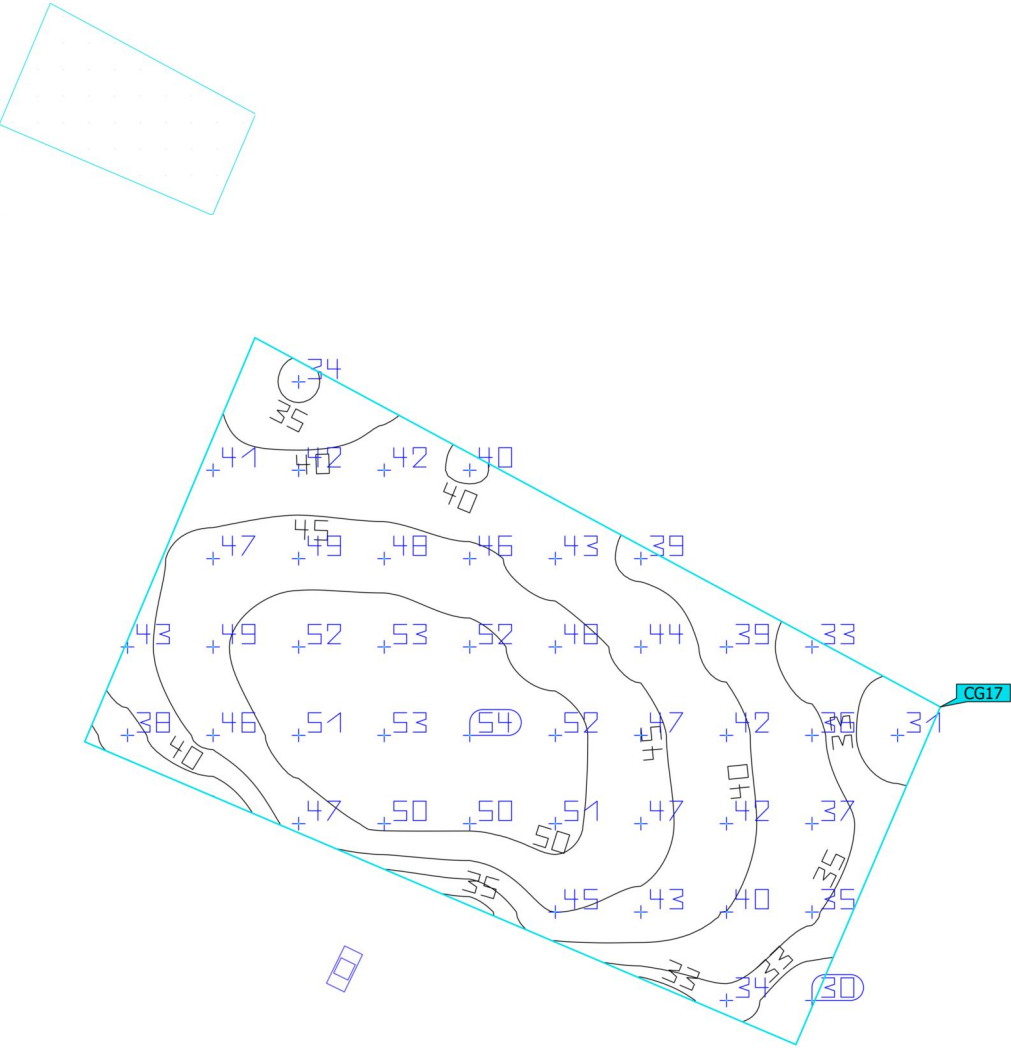


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 16 Perpendicular illuminance Height: 0.000 m	15.2 lx	3.87 lx	36.6 lx	0.25	0.11	CG16

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 17

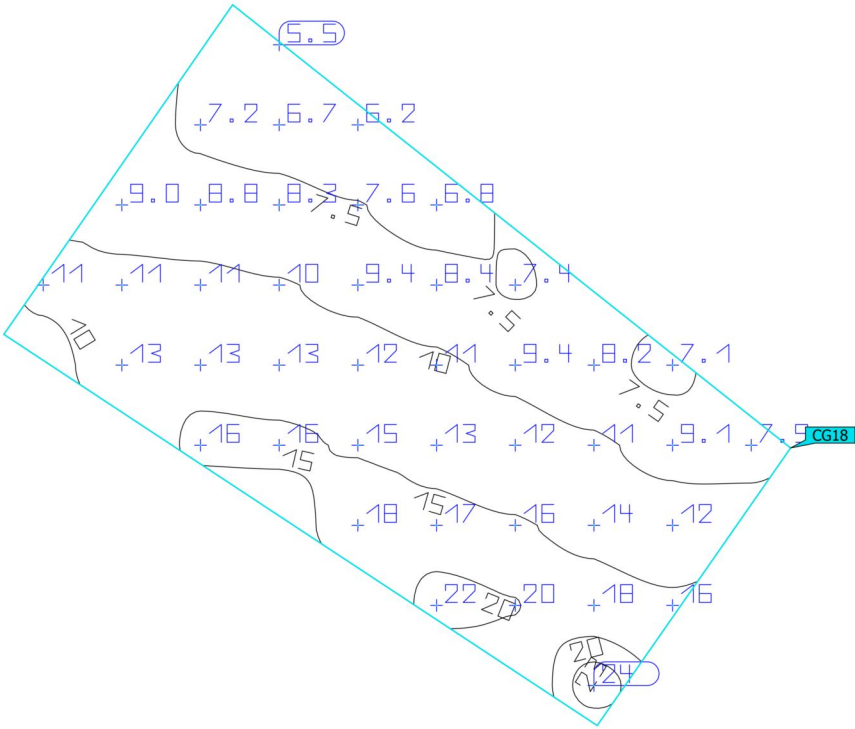
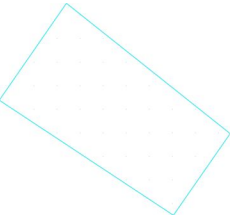


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 17	43.9 lx	30.4 lx	53.5 lx	0.69	0.57	CG17
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

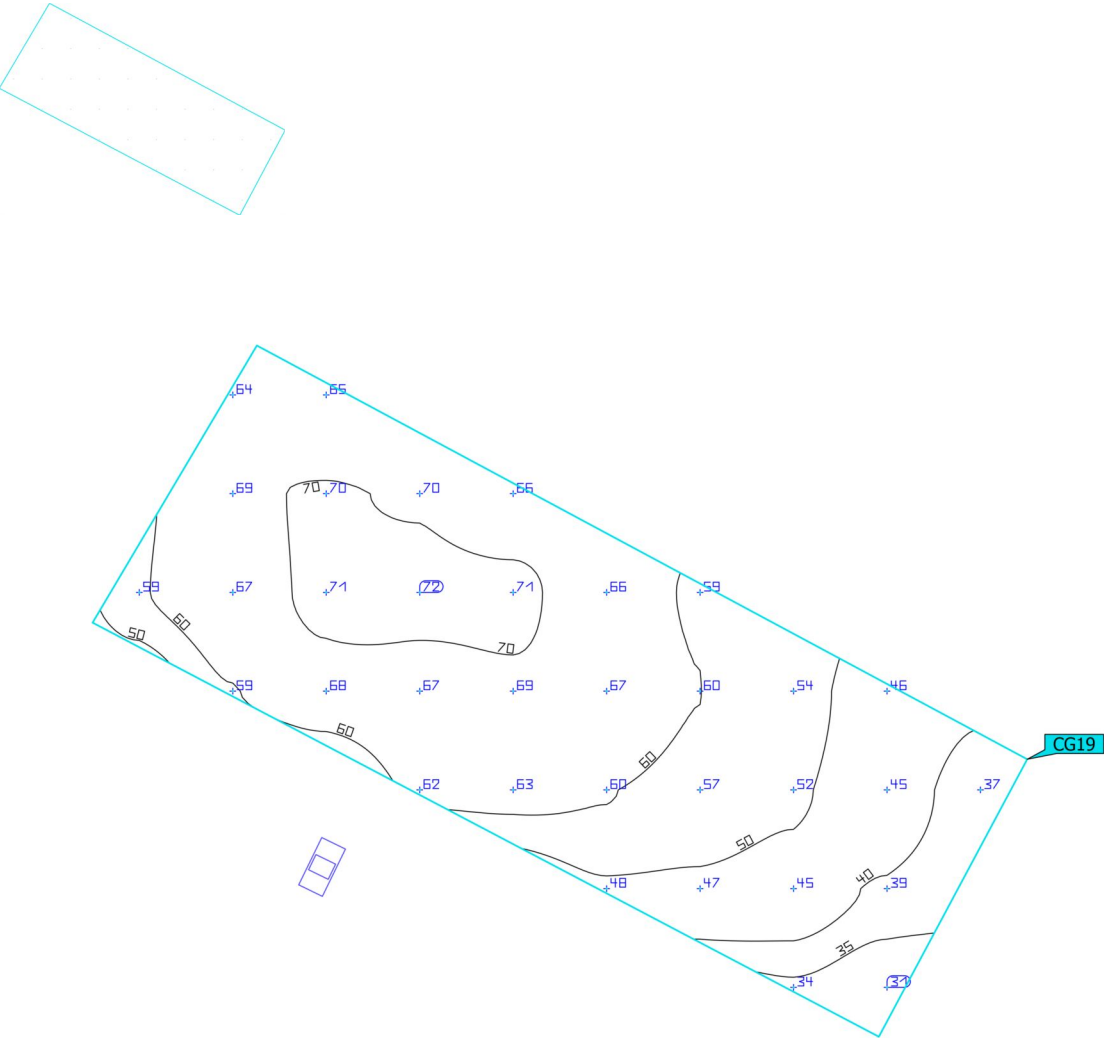
Calculation surface 18



Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 18 Perpendicular illuminance Height: 0.000 m	11.8 lx	5.53 lx	23.7 lx	0.47	0.23	CG18

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)
Calculation surface 19

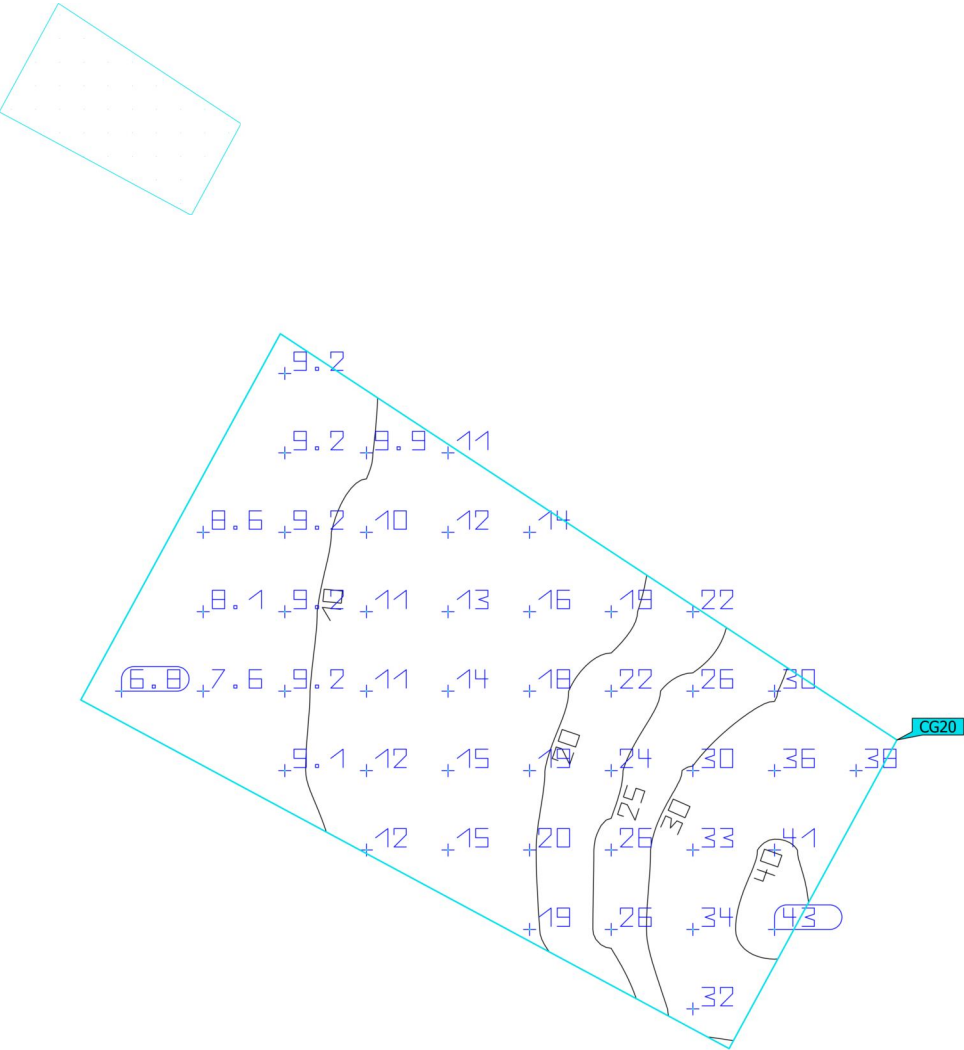


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 19 Perpendicular illuminance Height: 0.000 m	58.1 lx	31.1 lx	71.6 lx	0.54	0.43	CG19

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 20

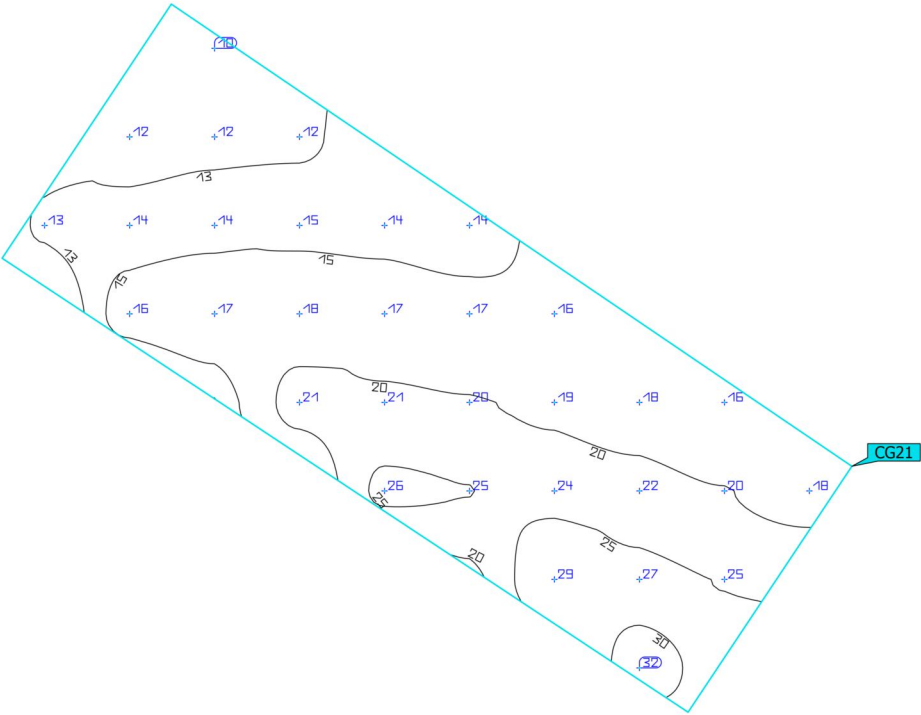
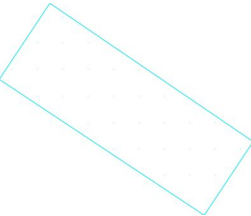


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 20	18.6 lx	6.82 lx	43.2 lx	0.37	0.16	CG20
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 21

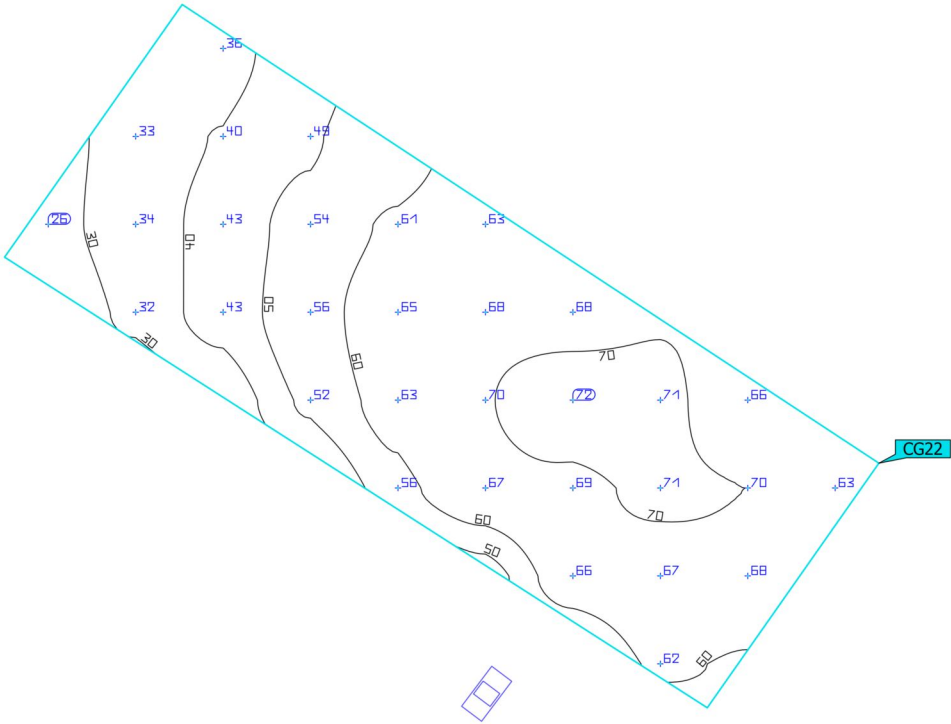
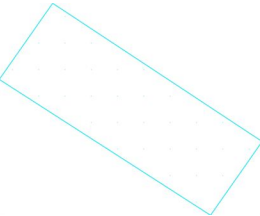


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 21 Perpendicular illuminance Height: 0.000 m	18.6 lx	10.0 lx	32.5 lx	0.54	0.31	CG21

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 22

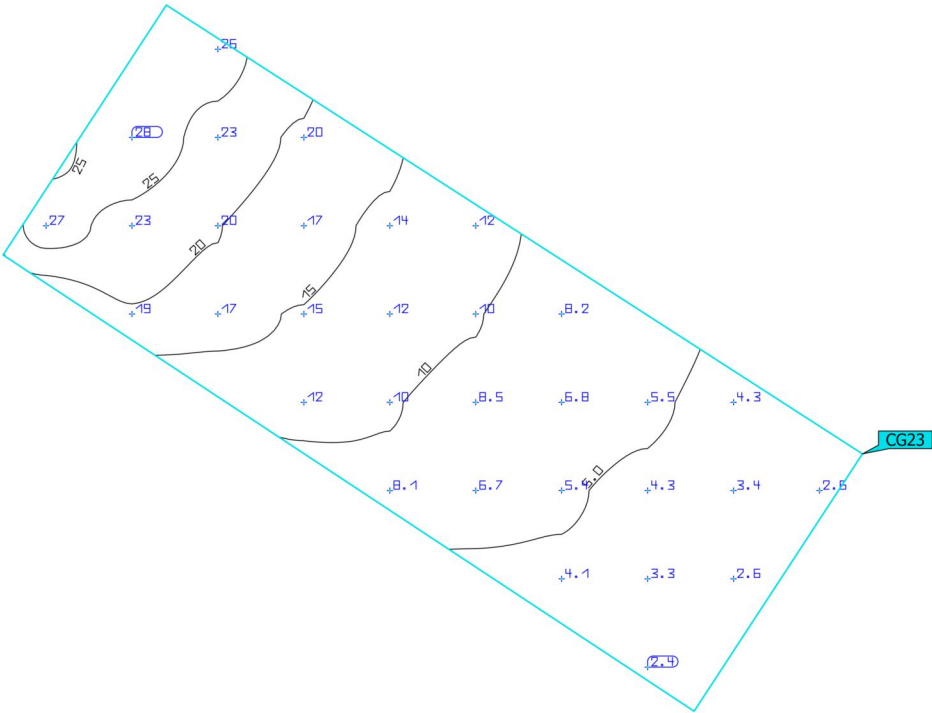
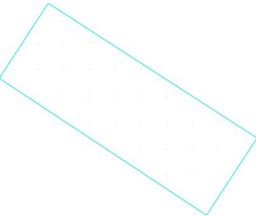


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 22 Perpendicular illuminance Height: 0.000 m	57.0 lx	26.3 lx	72.3 lx	0.46	0.36	CG22

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 23

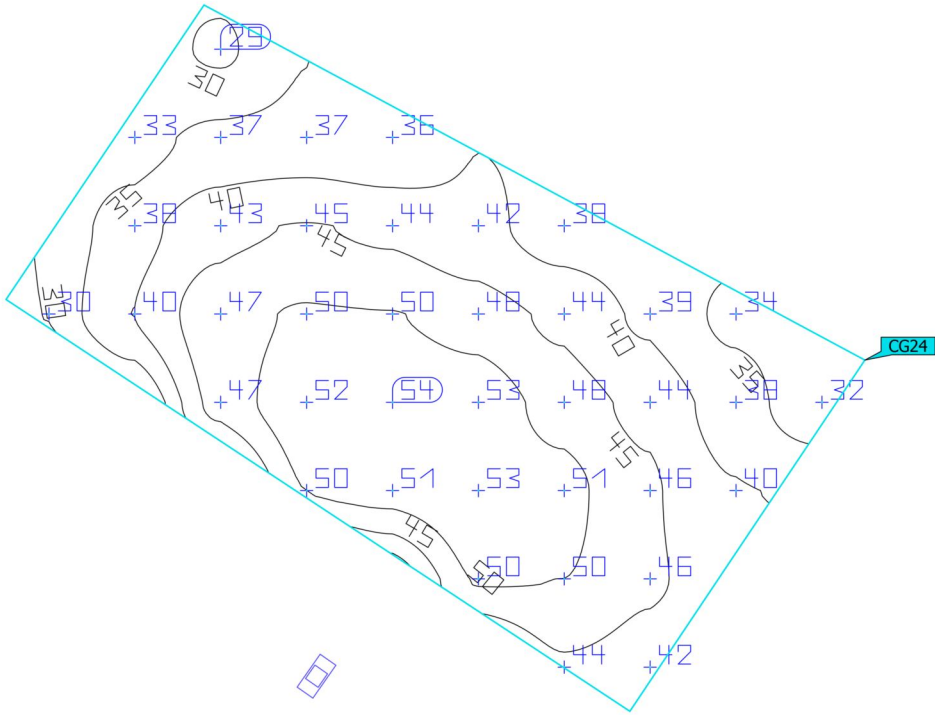
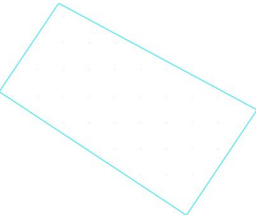


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 23 Perpendicular illuminance Height: 0.000 m	12.0 lx	2.40 lx	27.9 lx	0.20	0.086	CG23

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 24

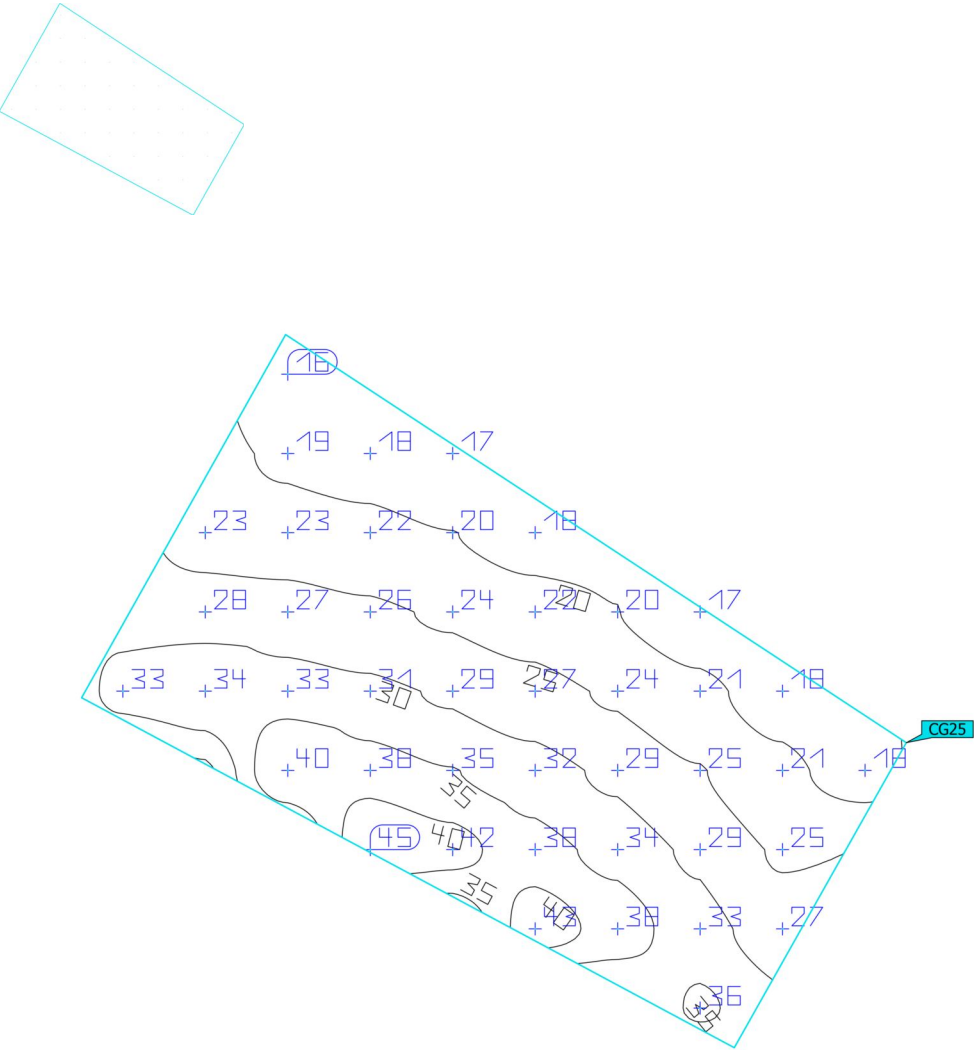


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 24 Perpendicular illuminance Height: 0.000 m	43.5 lx	29.4 lx	54.1 lx	0.68	0.54	CG24

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 25

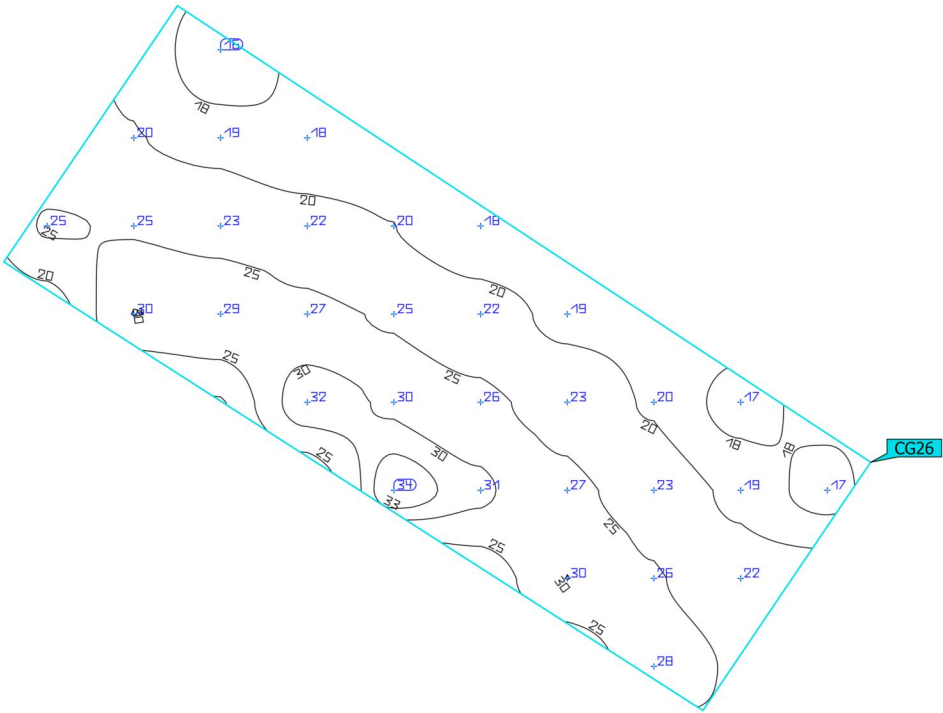
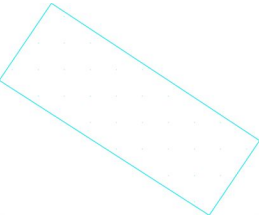


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 25	27.8 lx	16.4 lx	44.9 lx	0.59	0.37	CG25
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

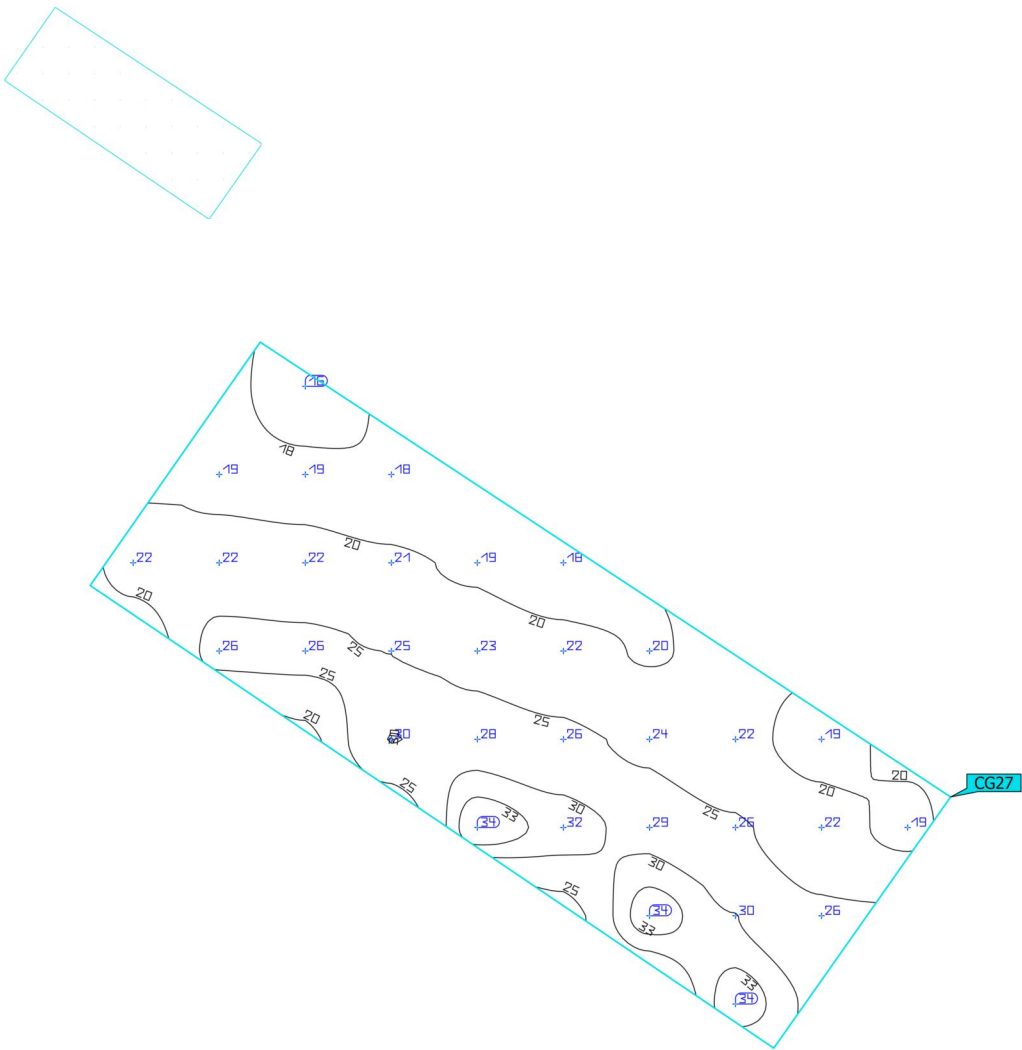
Calculation surface 26



Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 26 Perpendicular illuminance Height: 0.000 m	23.8 lx	15.7 lx	34.3 lx	0.66	0.46	CG26

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)
Calculation surface 27

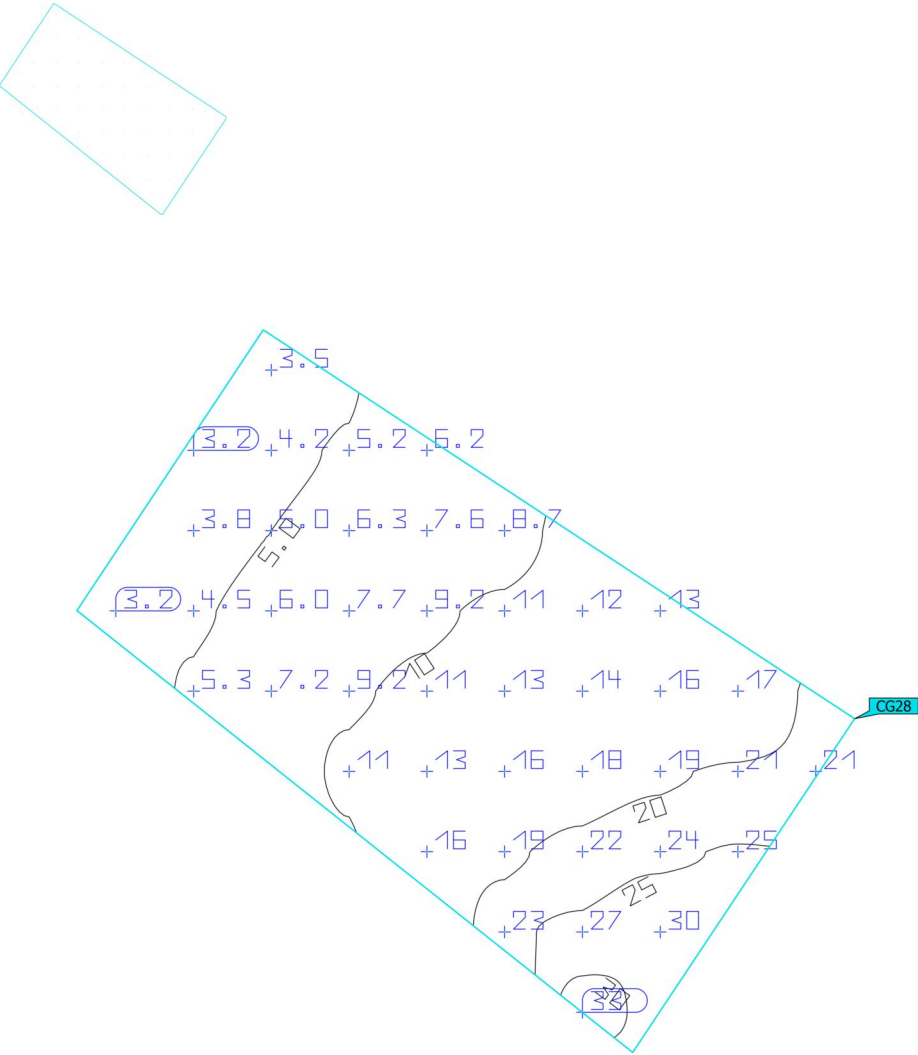


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 27 Perpendicular illuminance Height: 0.000 m	24.1 lx	16.0 lx	34.1 lx	0.66	0.47	CG27

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 28

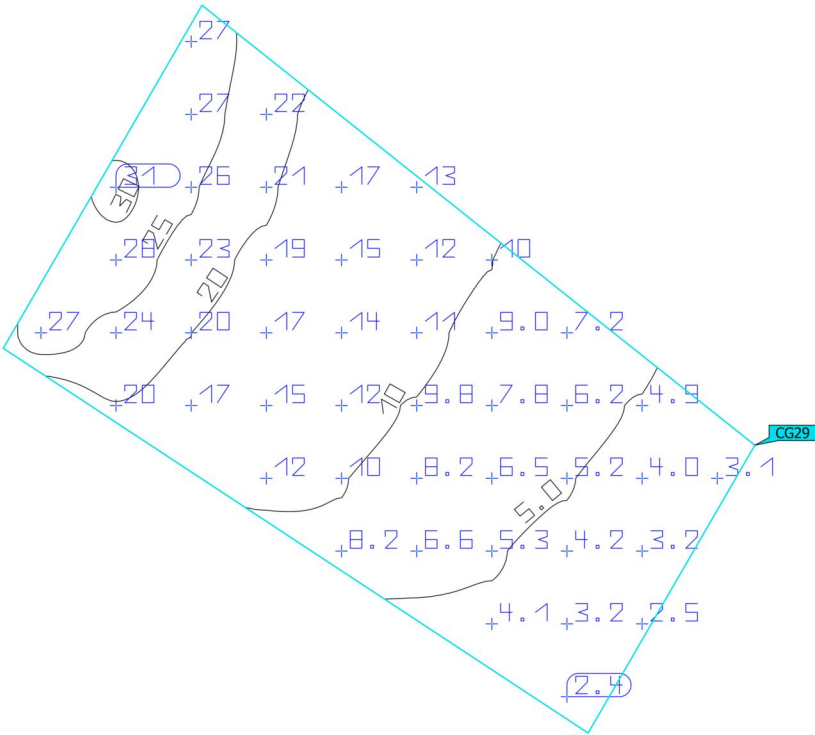
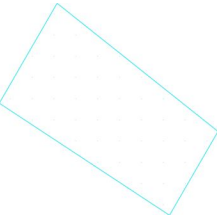


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 28	13.1 lx	3.18 lx	32.5 lx	0.24	0.098	CG28
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

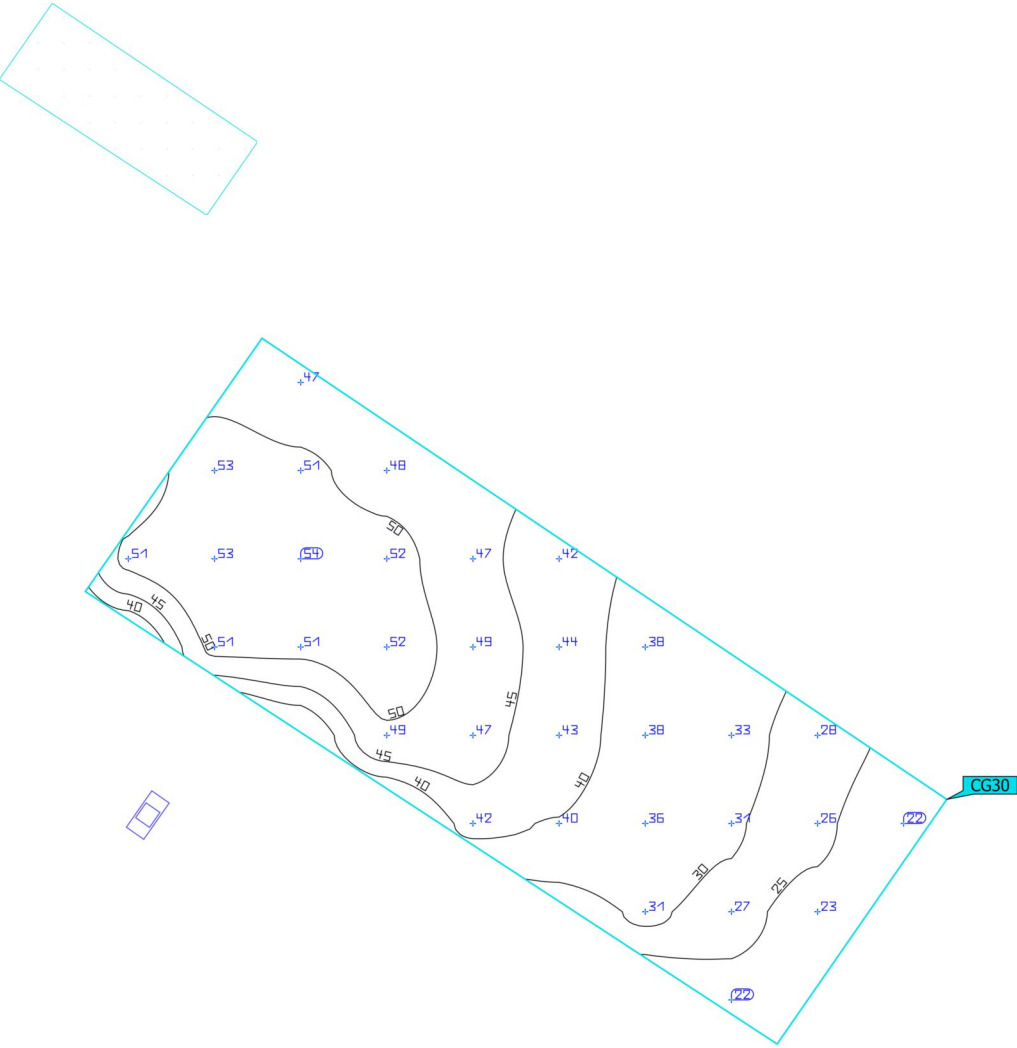
Calculation surface 29



Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 29	13.1 lx	2.39 lx	31.2 lx	0.18	0.077	CG29
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)
Calculation surface 30

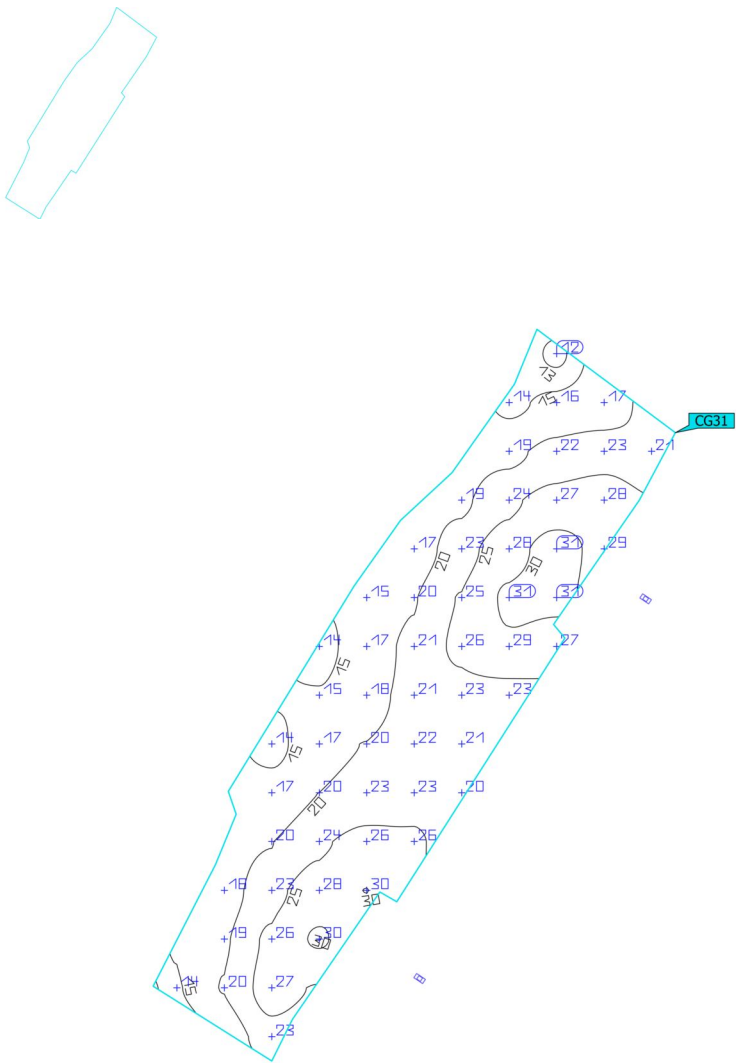


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 30 Perpendicular illuminance Height: 0.000 m	41.2 lx	21.8 lx	54.0 lx	0.53	0.40	CG30

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 33

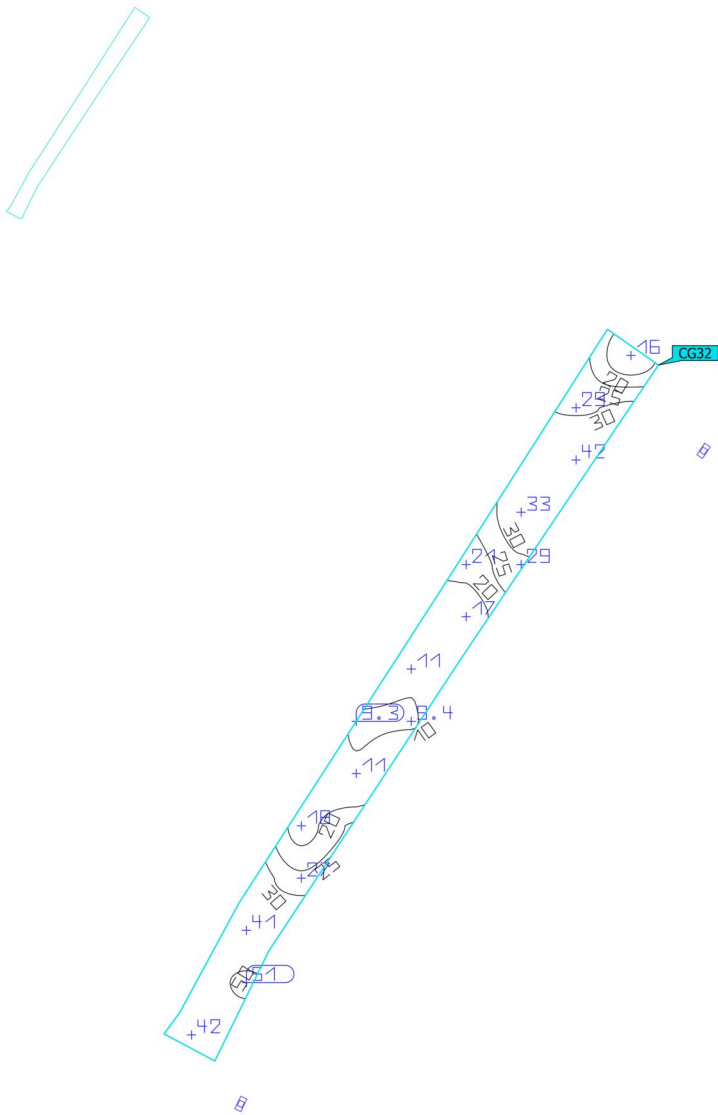


Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 33	22.0 lx	11.9 lx	31.5 lx	0.54	0.38	CG31
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

Calculation surface 34



Properties	\bar{E}	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 34	25.4 lx	9.32 lx	51.5 lx	0.37	0.18	CG32
Perpendicular illuminance						
Height: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Glossary

A

A	Formula symbol for a surface in the geometry
---	--

B

Background area	The background area borders the direct ambient area according to DIN EN 12464-1 and reaches up to the borders of the room. In larger rooms, the background area is at least 3 m wide. It is located horizontally at floor level.
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C

CCT	<p>(Engl. correlated colour temperature)</p> <p>Body temperature of a thermal radiator which serves to describe its light colour. Unit: Kelvin [K]. The lesser the numerical value the redder; the greater the numerical value the bluer the light colour. The colour temperature of gas-discharge lamps and semi-conductors are termed "correlated colour temperature" in contrast to the colour temperature of thermal radiators.</p> <p>Allocation of the light colours to the colour temperature ranges acc. to EN 12464-1:</p> <p>Light colour - colour temperature [K] warm white (ww) < 3,300 K neutral white (nw) ≥ 3,300 – 5,300 K daylight white (dw) > 5,300 K</p>
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Clearance height	The designation for the distance between upper edge of the floor and bottom edge of the ceiling (in the completely furnished status of room).
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Control group	A group of luminaires that are dimmed and controlled together. For each lighting scene, a control group provides its own dimming value. All luminaires within a control group share this dimming value. The control groups with their luminaires are automatically determined by DIALux on the basis of the created light scenes and their luminaire groups.
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CRI	<p>(Engl. colour rendering index)</p> <p>Designation for the colour rendering index of a luminaire or a lamp acc. to DIN 6169: 1976 or CIE 13.3: 1995.</p> <p>The general colour rendering index Ra (or CRI) is a dimensionless figure that describes the quality of a white light source in regards to its similarity with the remission spectra of defined 8 test colours (see DIN 6169 or CIE 1974) to a reference light source.</p>
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Glossary

D

Daylight autonomy	Describes what percentage of the daily working time the required illuminance is met by daylight. The nominal illuminance is used from the room profile, unlike described in EN 17037. The calculation is not done in the centre of the room but at the placed sensor measuring point. A room is considered sufficiently supplied with daylight if it achieves at least 50% daylight autonomy.
Daylight factor	Ratio of the illuminance achieved solely by daylight incidence at a point in the inside to the horizontal illuminance in the outer area under an unobstructed sky. Formula symbol: D (Engl. daylight factor) Unit: %
Daylight quotient effective area	A calculation surface within which the daylight quotient is calculated.

E

Energy evaluation	<p>Based on an hourly calculation procedure for daylight in indoor spaces, considering the project geometry and any existing daylight control systems. Orientation and location of the project are also considered. The calculation uses the specified system power of the luminaires to determine the energy demand. A linear relationship between power and luminous flux in the dimmed state is assumed for daylight-controlled luminaires. Times of use and nominal illuminance are determined from the usage profiles of the spaces. Switched-on luminaires that are explicitly excluded from control also consider the specified times-of-use. The daylight control systems use a simplified control logic that closes them at an outdoor horizontal illuminance of 27,500lx.</p> <p>The calendar year 2022 is used as a reference only. It is not a simulation of this year. The reference year is only used to assign the days of the week to the calculated results. The changeover to summer time is not considered. The reference sky type used is the average sky described in CIE 110 without direct sunlight.</p> <p>The method was developed together with the Fraunhofer Institute for Building Physics and is available for review by the Joint Working Group 1 ISO TC 274 as an extension of the previous annual regression-based method.</p>
Environmental zones	The assessment of intrusive light and light immission depends on the environment of the lighting installation. Depending on the standard, 4-6 different zones are defined, ranging from highly protected areas in natural settings to urban areas, commercial zones, and industrial zones.
Eta (η)	<p>(light output ratio) The light output ratio describes what percentage of the luminous flux of a free radiating lamp (or LED module) is emitted by the luminaire when installed.</p> <p>Unit: %</p>

Glossary

G

g_1	Often also U_o (Engl. overall uniformity) Designates the overall uniformity of the illuminance on a surface. It is the quotient from E_{min} to \bar{E} and is required, for instance, in standards for illumination of workstations.
g_2	Actually it designates the "non-uniformity" of the illuminance on a surface. It is the quotient of E_{min} to E_{max} and is generally only relevant for certifying the emergency lighting acc. to EN 1838.

I

Illuminance	Describes the ratio of the luminous flux that strikes a certain surface to the size of this surface ($lm/m^2 = lx$). The illuminance is not tied to an object surface. It can be determined anywhere in space (inside or outside). The illuminance is not a product feature because it is a recipient value. Luxometers are used for measuring. Unit: Lux Abbreviation: lx Formula symbol: E
Illuminance, adaptive	For the determining of the middle adaptive illuminance on a surface, this is rastered "adaptively". In the area of large illuminance differences within the surface, the raster is subdivided finer; within lesser differences, a rougher classification is made.
Illuminance, horizontal	Illuminance that is calculated or measured on a horizontal (level) surface (this can be for example a table top or the floor). The horizontal illuminance is usually identified by the formula letter E_h .
Illuminance, perpendicular	Illuminance that is calculated or measured plumb-vertical to a surface. This needs to be taken into account for tilted surfaces. If the surface is horizontal or vertical, then there is no difference between the perpendicular and the horizontal or vertical illuminance.
Illuminance, vertical	Illuminance that is calculated or measured on a vertical surface (this can be for example the front of some shelves). The vertical illuminance is usually identified by the formula letter E_v .

K

k_s	The glare effect of a light source can be described by the glare metric k_s . It relates the solid angle of the glaring light source as seen from the point of immission, the ambient luminance, and the maximum allowable luminance.
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Glossary

L

LENI	<p>(Engl. lighting energy numeric indicator) Lighting energy numeric indicator acc. to EN 15193</p> <p>Unit: kWh/(m² * a)</p>
LLMF	<p>(Engl. lamp lumen maintenance factor)/acc. to CIE 97: 2005 Lamp flux maintenance factor that takes the luminous flux reduction into account of a luminaire or an LED module in the course of the operating time. The lamp flux maintenance factor is specified as a decimal digit and can have a maximum value of 1 (no luminous flux reduction existing).</p>
LMF	<p>(Engl. luminaire maintenance factor)/acc. to CIE 97: 2005 Luminaire maintenance factor that takes the soiling into account of the luminaire in the course of the operating time. The luminaire maintenance factor is specified as a decimal digit and can have a maximum value of 1 (no soiling existing).</p>
LSF	<p>(Engl. lamp survival factor)/acc. to CIE 97: 2005 Lamp survival factor that takes the total failure into account of a luminaire in the course of the operating time. The lamp survival factor is specified as a decimal digit and can have a maximum value of 1 (no failures existing within the time concerned or prompt replacement after the failure).</p>
Luminance	<p>Dimension for the "brightness impression" that the human eye has of a surface. The surface itself can emit light thereby or light striking it can be reflected (emitter value). It is the only photometric value that the human eye can perceive.</p> <p>Unit: Candela per square metre Abbreviation: cd/m² Formula symbol: L</p>
Luminous efficacy	<p>Ratio of the emitted luminous flux Φ [lm] to the absorbed electrical power P [W] Unit: lm/W.</p> <p>This ratio can be formed for the lamp or LED module (lamp or module light output), the lamp or module with control gear (system light output) and the complete luminaire (luminaire light output).</p>
Luminous flux	<p>Dimension for the total light output that is emitted from one light source in all directions. It is thus an "emitter value" that specifies the entire emitting output. The luminous flux of a light source can only be determined in a laboratory. A difference is made between the lamp or LED module luminous flux and the luminaire luminous flux.</p> <p>Unit: Lumen Abbreviation: lm Formula symbol: Φ</p>

Glossary

Luminous intensity	<p>Describes the intensity of the light in a certain direction (emitter value). The luminous intensity is a matter of the luminous flux Φ that is emitted in a certain spherical angle Ω. The radiation characteristics of a light source are presented graphically in a light distribution curve (LDC). The luminous intensity is an SI base unit.</p> <p>Unit: Candela Abbreviation: cd Formula symbol: I</p>
<hr/>	
M	
Maintenance factor	See MF
<hr/>	
MF	<p>(Engl. maintenance factor)/acc. to CIE 97: 2005 Maintenance factor as decimal number between 0 and 1 that describes the ratio of the new value of a photometric planning parameter (e.g. of the illuminance) to a maintenance value after a certain time. The maintenance factor takes into account the soiling of luminaires and rooms as well as the luminous flux reduction and the failure of light sources. The maintenance factor is taken into account either overall or determined in detail acc. to CIE 97: 2005 by the formula $RMF \times LMF \times LLMF \times LSF$.</p>
<hr/>	
O	
Obtrusive light/Light immission	<p>To protect the nocturnal environment and minimize problems for humans, flora, and fauna, it is necessary to limit obtrusive light (also known as light pollution), which can cause serious physiological and ecological issues for individuals and the environment. Light immission refers to the disturbing influence of emitted light from artificial light sources.</p>
<hr/>	
Operating times	<p>The assessment of obtrusive light and light immission depends on the operating times of the lighting installation. Depending on the standard, 1-3 different operating times are specified. In the absence of specific details, an operating time between 06:00 and 22:00 can be assumed.</p>
<hr/>	
P	
P	<p>(Engl. power) Electric power consumption</p> <p>Unit: watt Abbreviation: W</p>
<hr/>	

Glossary

R

$R_{(UG)} \max$	<p>Measure of the psychological glare in indoor spaces.</p> <p>In addition to the luminance of luminaires, the level of the $R_{(UG)}$ value also depends on the observer position, the viewing direction and the ambient luminance. The calculation is made according to the table method, see CIE 117. Among other things, EN 12464-1:2021 specifies maximum permissible $R_{(UG)}$- values $R_{(UGL)}$ for various indoor workplaces.</p>
R_{DLO}	<p>The ratio of the luminous flux emitted below the horizontal plane to the total lamp luminous flux of a luminaire or lighting installation in its operational position.</p>
R_G	<p>The glare directly caused by luminaires of an outdoor lighting installation is determined using the CIE Glare Rating (RG) method. To calculate this, the equivalent veiling luminance of the surroundings is needed. There are four options for determining this:</p> <ul style="list-style-type: none"> • An exact calculation according to CIE 112, based on the scene area. • A simplified method according to EN 12464-2, based on the scene area. • Using a custom calculation area to determine the equivalent veiling luminance. • Specifying a fixed value for easy comparability.
R_{UF}	<p>upward flux ratio</p> <p>The ratio of the luminous flux emitted directly or reflected above the horizontal plane to the luminous flux that cannot be avoided under ideal conditions to achieve the illuminance level on a deliberately illuminated area.</p>
R_{UL}	<p>upward light ratio</p> <p>The ratio of the luminous flux emitted above the horizontal plane to the luminous flux of a luminaire or lighting installation in its operational position. The luminaire efficiency is considered in this calculation.</p>
R_{ULO}	<p>upward light output ratio</p> <p>The ratio of the luminous flux emitted above the horizontal plane to the total lamp luminous flux of a luminaire or lighting installation in its operational position.</p>
Reflection factor	<p>The reflection factor of a surface describes how much of the striking light is reflected back. The reflection factor is defined by the colour of the surface.</p>
RMF	<p>(Engl. room maintenance factor)/acc. to CIE 97: 2005</p> <p>Room maintenance factor that takes the soiling into account of the space encompassing surfaces in the course of the operating time. The room maintenance factor is specified as a decimal digit and can have a maximum value of 1 (no soiling existing).</p>
$RUG \max$	<p>(unified glare rating)</p> <p>Measure for the psychological glare effect in interiors.</p> <p>In addition to luminaire luminance, the RUG value also depends on the position of the observer, the viewing direction and the ambient luminance. Among other things, EN 12464-1 specifies maximum permissible RUG values for various indoor workplaces.</p>

Glossary

RUG observer	Calculation point in the room, for the DIALux the RUG value is determined. The location and height of the calculation point should correspond to the typical observer position (position and eye level of the user).
<hr/>	
S	
Surrounding area	The ambient area directly borders the area of the visual task and should be planned with a width of at least 0.5 m according to DIN EN 12464-1. It is at the same height as the area of the visual task.
<hr/>	
V	
Visual task area	The area that is needed for carrying out the visual task in accordance with DIN EN 12464-1. The height corresponds with the height at which the visual task is executed.
<hr/>	
W	
Wall zone	Circumferential area between working plane and walls which is not taken into account for the calculation.
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Working plane	Virtual measuring or calculation surface at the height of the visual task that generally follows the room geometry. The working plane may also feature a wall zone.
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